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.hack OUTBREAK™ Part 3

OFFICIAL STRATEGY GUIDE

By Laura Parkinson and Beth Hollinger

Covers PlayStation®2 Computer Entertainment System

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DUNGEON MAPS

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Introduction

A young man finds himself torn between two worlds. In the first world he's a normal teenager trying to deal with some extraordinary situations. In the other he's Kite, a character in the hugely popular online game known as "The World." This young adventurer has seen many strange things, including the destruction of his best friend's character on the same game—a destruction that induced a real-world coma for that hapless youth.

Kite now searches for answers to the questions and problems that he faces, and for a cure for his friend, which only he may be able to track down and provide. Along the way he's made many friends and will make still more. They'll become allies in his fight to find out what's gone horribly wrong - and to fix it. He also holds a mysterious bracelet given to him by a girl known only as Aura, a bracelet that can be used for good or ill by its bearer—quite a heavy set of responsibilities altogether for a youth that simply wanted to play a game and have some fun.

.hack//OUTBREAK is the third in a series of four games, all revolving around this character and world. The first two games saw the introduction of the main character and his friend, and the confrontation that left Kite's friend Orca in the coma. They saw Kite struggling to evolve from a frightened, weak new character into a strong adventurer in his own right, developing a large network of friends to help him along—and a few enemies to boot.

As this third installment of the series begins, Kite is climbing to the ranks of the stronger characters on The World, beginning to make a name for himself among the online community. He has defeated three terrifying monsters in a chain, all harbingers of something that Kite does not yet quite understand. He has been trying to help Aura, and has not yet unraveled all of her secrets, although he is apparently the only one who can save her. How can he save her? What will saving her mean to The World? Kite has yet to find out the answers to even these simple questions. He has yet to even fully explore the powers of his bracelet, despite the fact that it gives him abilities in The World unseen by anyone else. Abilities that allow him to hack and alter the data of monsters, or to hack his way past locked gates into forbidden areas.

Then, too, there is the mysterious community of hackers and other strange online "beings," the leader of which is the enigmatic woman, Helba. Although she has seemed at times to be an ally, and at others a possible adversary, she definitely knows more than one might think. Add in the very powerful character Balmung, Orca's one-time partner, and the system administrator Lios who sometimes seems to want to hinder Kite's progress more than to help, you soon find that you have your hands full trying to unravel the various mysteries within the game while trying to fend off others who would stand in your way.

If you haven't played the previous two games in the series, don't worry—.hack//OUTBREAK allows you to start with this game, giving you the key items and information that you need to progress, and starting your character out at a high enough level to allow you to explore the rest of the game without being at a huge disadvantage. If you have played the two previous games, or even just .hack//MUTATION (volume two), you have the bonus option of converting your saved data from the previous game to start this game with the interactions, equipment, levels, and so on that you've built up thus far.

Those just starting this series for the first time are in for a treat—here you can find the communal feeling of an online RPG with the story and streamlined package of a single-player game. You can guide an online adventurer, while still gaining glimpses into a strange futuristic "real world" situation through bits of news, email, and board messages. This mix can take a bit of getting used to, but don't be afraid to dive right in and enjoy the ride.

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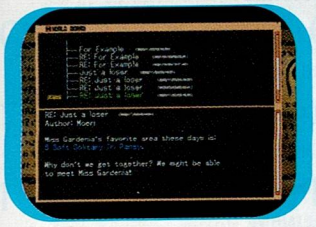
GETTING STARTED

Players entering the *.hack* world for the first time should know that this is the third game in a series, which makes things a bit more confusing than for those who began back with *.hack//INFECTION*. Relationships between characters can be puzzling, as can some of the events referenced from the previous two volumes. The game tries to ease a new player into the game, by giving an overview at the start of what's come before and by re-introducing some characters and concepts bit by bit. Reading this section should also help a newcomer to the *.hack* series understand many of the concepts and abilities, while providing a refresher course for previous players.



NEW PLAYERS

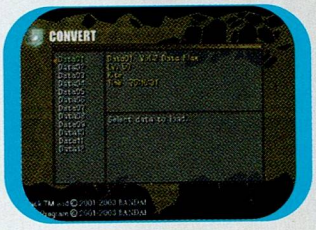
Much of the default information assumes having a previous game save to convert at the beginning of *.hack//OUTBREAK*. Some of the situations may take for granted equipment that newer players may not yet have received, character levels that are a bit higher, or the like. Some previous side quests or events may not have been conquered yet, as they originally surfaced in previous games.

Many allies or rare items are accessible by checking the Board messages and following up on various Keywords, so take the time to build up your character before jumping into the rest of the game! Life will be a lot more difficult for Kite without all of his possible friends and allies by his side throughout the course of the game.

The main thing to keep in mind, if you start to feel overwhelmed by all of this, is to relax and have fun. Take things at your own pace, and don't be afraid to take a break from the storyline for a while to try to catch up on what happened before, or to try to build your characters up in experience and equipment. This section can help you with the basics needed to do this, while the *Advanced Hacking* section covers the complex aspects of the game and skills needed to really master the game.

RETURNING PLAYERS

Those who have played both of the previous installments, or even just *.hack//MUTATION*, should be off to a bit of a quicker start. A Save File with the Data Flag marking completion of *.hack//MUTATION* can be loaded into the game by selecting the "Convert" option from the main screen. There are even more new surprises waiting for experienced players moving on into the third volume of the series, such as the new Grunty Search option. Keep your eyes peeled for new ways to experience and enjoy the world of *.hack*, and have fun!



LOGGING IN

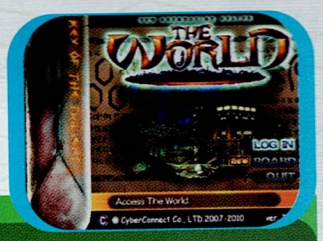
THE DESKTOP

You begin the game at the Desktop where you will come between various adventures to check for new mail, and communicate with your friends and other people outside the game. You can also check in on new developments in the "real world" that Kite lives in, change various options, and save your game from this location. Each different option functions as follows:

- **The World**: This is your access to the online game within .hack. By choosing this option you can either read the message board for the game or log into the game itself.
- **Mailer**: Here you can read mail messages from various people, usually either mass mailings or private messages from your friends.
- **News**: This shows general news items from Kite's real world. At times, the news will pertain be real, but may affect The World as well.
- **Accessory**: Here you can change your Desktop background image. More images can be unlocked through the course of the game. Most new images are unlocked via the Books of Ryu, although some rare ones can be obtained in other ways.
- **Audio**: This allows you to change your Desktop's background music. New audio files can be obtained over the course of the game through the Books of Ryu. You can also view the game's various movies after unlocking them in the same manner.
- **Data**: Use this option to save your game at the Desktop. You can save your progress in one of twelve slots—there are no more.

New players should take the time to read the new messages to start gaining an idea of what is going on around them, while old players may wish to revisit some of the key messages to refresh their memories.

THE ENTRY SCREEN



When you choose to enter The World you are taken to the entry screen for the game itself.

Reading the message board from time to time is a good idea, as this is how many of the Keywords allowing Kite to access new areas are shared. It also helps Kite stay abreast of the changing circumstances in the game world.

CHECK BACK!

Remember that the board messages are often required to access new areas (and may give you opportunities to advance the game's main storyline) to gain new powerful equipment, or to meet new friends. Even the non-Keyword messages may give valuable game information. So check the board often, and don't pass it by whenever you see that there are new messages.

When you're done with the board, select Log In from the Entry Screen to enter The World.

YOUR CHARACTER

You as a player are mostly directing Kite, who in turn is the character of another boy in his own separate "real world" situation.

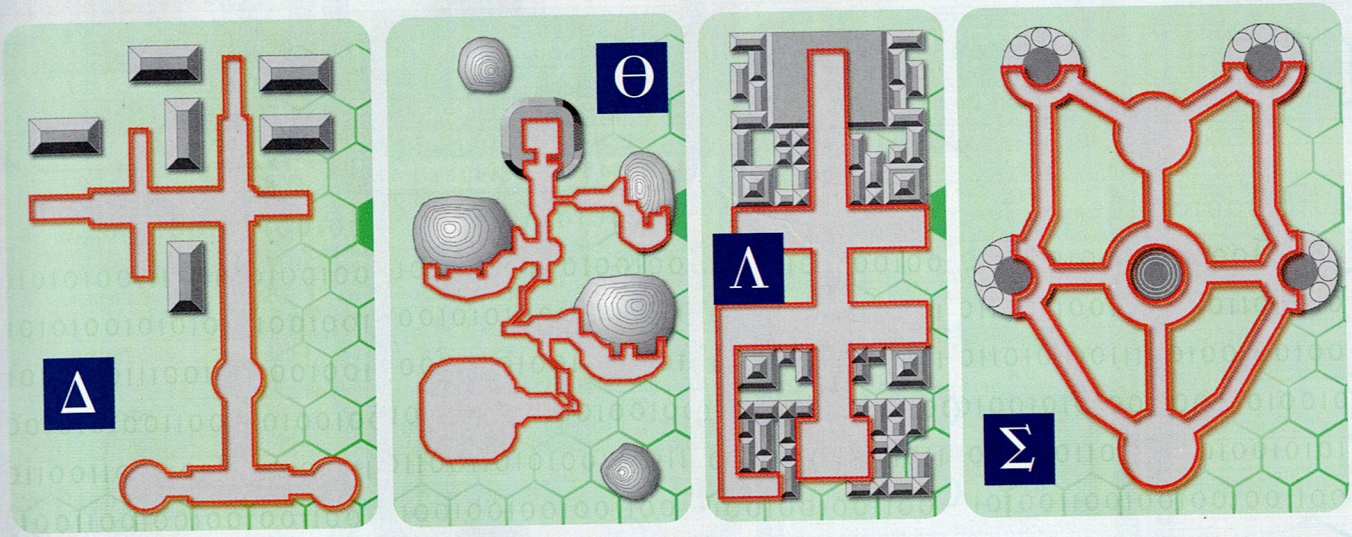
THE TOWNS

During the course of volumes one and two in the *.hack* series, Kite has progressively gained access to Δ (Delta) Server, Θ (Theta) Server, and Λ (Lambda) Server, in order of the easiest to most difficult areas. Each of these is available at the start of the game, and a first-time player may wish to wander through a few random areas to quickly build up Kite and his friends. *.hack//OUTBREAK* introduces the Σ (Sigma) Server.

Each Server can be accessed via the Chaos Gates in the various Root Towns. A **Root Town** is the central town in a Server, where characters can shop, save their game, and make use of other services. This is also where a lot of other players hang around to trade items and to talk.

Keywords unlocked in one Server are available in the other Servers as well, and retain the same general effect. However, the areas in each Server reached by these Keywords are different in their Battle Level, in their individual layout, and in the monsters that you'll find there.

The map of the town's layout surrounding Kite can be seen in the upper right corner. Various icons mark the individual shops and the location of the Chaos Gate, so that Kite can navigate easily. The various other players wandering the town don't show up on these maps, nor do the Grunties that you've raised on the server, so if you want to find those you have to hunt for them.



TOWN SHOPS

Each Root Town has a Recorder, Elf's Haven, Item Shop, Weapon Shop, and Magic Shop. Every Server - except for Δ Server - also contains a Grunt Shop. Here's an overview of the shop functions.

Recorder

Here you can save your game. Saving your game is only possible at the Recorder in the various Root Towns and on the Desktop. There's no Save option available within the various areas themselves. Save your game here before going in to explore a new Dungeon!

Elf's Haven

The Elf's Haven is the storehouse where each character can store his extra items or for trade or something similar. Kite can only carry 40 item types at once, not counting his Key Items, so this service is extremely valuable. Make good use of it. Items stored in an Elf's Haven are available from the Elf's Haven in any of the Root Towns; don't worry about keeping track of what items are stored where.

Each Elf's Haven can store 99 different items, with up to 99 copies being held for each item. While this may seem like a large amount, the space fills up very quickly. Learn to manage your items well and take the time every so often to sell off lower-level items that you won't need any more.

Item Shop

Item Shops sell one-use items to use in each server's Keyword areas. Many of the game's more useful items are available here for cheap, such as various HP and SP recovery items, the Fairy Orbs, Fortune Wires, and Sprite Ocarinas. Stock up in between Dungeon explorations. Extra items and equipment can also be sold off at the Item Shops.

Δ Server (Mac Anu)

Item	Price
Health Drink	100
Mage's Soul	500
Antidote	50
Restorative	50
Resurrect	300
Fortune Wire	10
Sprite Ocarina	100
Fairy's Orb	100
Warrior Blood	100
Knight Blood	100
Hunter Blood	100
Hermit Blood	100
Beast Blood	100
Wizard Blood	100

Θ Server (Dun Loireag)

Item	Price
Health Drink	100
Mage's Soul	500
Antidote	50
Restorative	50
Resurrect	300
Fortune Wire	10
Sprite Ocarina	100
Fairy's Orb	100
Warrior Blood	100
Knight Blood	100
Hunter Blood	100
Hermit Blood	100
Beast Blood	100
Wizard Blood	100

Λ Server (Carmina Gadelica)

Item	Price
Healing Potion	500
Mage's Soul	500
Artisan's Soul	1500
Antidote	50
Restorative	50
Resurrect	300
Fortune Wire	10
Sprite Ocarina	100
Fairy's Orb	100
Warrior Blood	100
Knight Blood	100
Hunter Blood	100
Hermit Blood	100
Beast Blood	100
Wizard Blood	100

Σ Server (Fort Ouph)

Item	Price
Recovery Drink	1000
Mage's Soul	500
Artisan's Soul	1500
Antidote	50
Restorative	50
Resurrect	300
Fortune Wire	10
Sprite Ocarina	100
Fairy's Orb	100
Warrior Blood	100
Knight Blood	100
Hunter Blood	100
Hermit Blood	100
Beast Blood	100
Wizard Blood	100

Weapon Shop

The Weapon Shops sell some of the basic weapons and armor in the game, with the levels generally getting higher and the items getting better in the higher-level servers. As with the Item Shops, you can sell excess items and equipment here.

Δ Server (Mac Anu)

Eqip.	Price
Phantom Blades	800
Assassin	1000
Mizuchi	800
Kikuichimonji	600
Earth Sword	800
Water Axe	1000
Relief Lance	700
Iron Rod	400

Θ Server (Dun Loireag)

Eqip.	Price
Wooden Spear	1300
Electric Wand	1400
Steel Cap	800
Guard Cap	900
Face Guard	1000
Hiking Gear	1200
Wyrm Hide	1300
Grand Armor	1400
Silver Bracer	800
Silver Gloves	900
Silver Hands	1000
Ceramic Anklet	1200
Mountain Boots	1300
Mountain Guard	1400

Λ Server (Carmina Gadelica)

Eqip.	Price
Masterblades	3800
Hell's Gate	4000
Spiral Edge	700
Glitter	3800
Life Sword	5000
Flame Sword	5200
Kotetsu Sword	2400
Papillon Axe	4000
Fairy Spear	3900
Groovy Stick	3800
Thunder Torque	2800
Darkness Hood	3300
Stormlord Helm	3000
Thunder Cloak	2800
Bone Armor	3300
Thunder Armor	3000
Storm Bracer	2800
Gloves of Dark	3300
Hands of Storm	3000
Thunder Anklet	2800
Ninja Socks	3300
Electric Guard	3000

Σ Server (Fort Ouph)

Eqip.	Price
Akatsuki	6400
Bloody Blades	6600
Rashou	9000
Nataku	9300
Kikuhyakumonji	8600
Rock 'n Roll	9800
Peace Blade	10800
Dragon Axe	7500
Fox Spear	9700
Ocean's Rod	8600
Imp Earrings	4400
Demon's Cap	4500
Devil Helm	4600
Priest's Stole	4400
Segmentart	4500
Armor of Hell	4600
Geist Ring	4400
Drain Gloves	4500
Cursed Hands	4600
Devil Greaves	4400
Osorezan Socks	4500
Magic Leg Mail	4600

Magic Shop

Magical scrolls that can be used one time to cast a spell on an enemy can be bought in these shops. Again, extra inventory that you want to get rid of can be sold off in the Magic Shops.

Δ Server (Mac Anu)

Scroll	Price
Speed Charm	100
Light Cross	1000
Warrior's Bane	200
Knight's Bane	200
Hunter's Bane	200
Hermit's Bane	200
Beast's Bane	200
Wizard's Bane	200
Raining Rocks	200
Ice Storm	200
Fire Tempest	200
Green Gale	200
Lightning Bolt	200
Nightblight	200

Θ Server (Dun Loireag)

Scroll	Price
Speed Charm	100
Light Cross	1000
Warrior's Bane	200
Knight's Bane	200
Hunter's Bane	200
Hermit's Bane	200
Beast's Bane	200
Wizard's Bane	200
Raging Earth	200
Ice Floe	200
Meteor Swarm	200
Gale Breath	200
Plasma Storm	200
Dark Night	200

Λ Server (Carmina Gadelica)

Scroll	Price
Speed Charm	100
Hale Cross	2000
The Hanged Man	200
The Moon	200
Stone Storm	500
Gaia's Spell	500
Ice Strike	500
Cygnus	500
Flame Blast	500
Fireball Storm	500
Leafblight	500
Wood Sprite	500
Ion Strike	500
Raging Plasma	500
Dark Traitor	500
Chaos Spell	500

Σ Server (Fort Ouph)

Scroll	Price
Speed Charm	100
Hale Cross	2000
Warrior's Bane	200
Knight's Bane	200
Hunter's Bane	200
Hermit's Bane	200
Beast's Bane	200
Wizard's Bane	200
Meteor Strike	1000
Cosmic Truth	1000
Absolute Zero	1000
Permafrost	1000
Hellstorm	1000
Inferno Strike	1000
Jungle Rage	1000
Forest of Fear	1000
Thunderbolt	1000
Plasma Gale	1000
Nightfear	1000
Nightshade	1000

Grunt Shop

Most of the servers contain a Grunt Shop as well as the other services. Kite can raise three different kinds of Grunty within each Root Town's Grunt Shop, with three types available changing from server to server. You can also use the Grunt Shop to participate in the Flag Race. See the *Raising a Grunty* section for more information on Grunties; the *Side Quests* section helps with Flag Races.

THE PEOPLE

While in most games any character not controlled by you would be called NPCs, or Non-Player Characters, here the wandering characters within the Root Towns are known as **PCs**, or Player Characters, as they represent the characters being played by other people in Kite's real world.

To speak to the other PCs, approach them and press the X Button. You can get general information from them on whatever topics they happen to be interested in, or you can trade with them. See the *Trade Items* chapter for more details on trading with PCs.

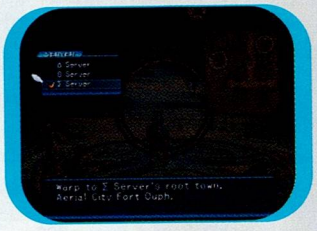
WANDERING PCS

Keep in mind that PCs move freely between servers. The cast of characters within a Root Town at one point may not be the same group that is there next time you log in.

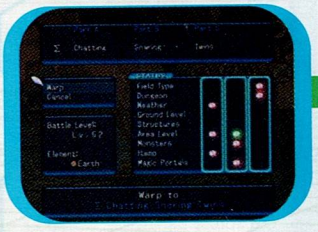
THE CHAOS GATE

As well as the shops and people, each Root Town also contains a rotating portal known as the **Chaos Gate**. This serves as the entry and exit for each Root Town and its associated server. If you wish to use the Chaos Gate, stand inside its radius, then press the X Button to bring up the Chaos Gate Menu. The following options are available from each Chaos Gate:

- **Random**: This randomly creates a new Keyword out of the various Keyword fragments that you've unlocked thus far.
- **New Keyword**: You can create a new Keyword using three different Keyword fragments. If you have a Keyword from the message boards or the mail, you don't need to use this option. Each Keyword fragment has a different effect on the final area that you can enter. Check the Advanced Hacking section for more detail on the various Keywords in the game.
- **Word List**: This is where you can access the Keywords culled from e-mails and board messages. Areas on the list with a red checkmark next to the Keyword have not yet been finished, and you still have objectives to meet there.
- **Warp History**: Warp History records both "New Keyword" and "Random" Keyword areas visited.
- **Other Servers**: By selecting a new server from the list here you can move directly to the Chaos Gate in that server's Root Town. Servers with areas on their Word List that have not yet been completed are displayed with a red check mark beside them.



Of course, making your way around town, buying and selling items and dealing with other PCs is one thing—dealing with the actual areas and facing the possibility of combat is yet another. It's always a good idea to know the basics of these areas, as well.



THE AREAS

THE FIELD

Using a server's Chaos Gate to enter an area places Kite within a fixed location in the **Field**, or the ground-level area around a Dungeon. Each Field has different types of features in common, while the specifics and the layout are different for different areas.

The Map

In the upper right corner of the screen you can find a Map, which starts out as the Default Map. This displays the area around your character at a fairly good level of detail, but does not cover a very large distance. Press Select to go from the Default Map to the Overall Map. Pressing Select once more turns off the map entirely.

Field Portals and Chests

Field Portals are spinning golden circles scattered throughout the area. When Kite or his friends get too close to a Field Portal it activates, opening to expel an enemy or group of enemies, or in some cases a treasure chest. There is no way to tell what a Field Portal is going to give you before you trigger it. Once a Portal is triggered it vanishes and only appears again once you have left the Field and returned, either by going into and out of the Dungeon or by returning to the Root Town and coming back to the area later.

A plain brown treasure chest is a normal treasure much like you'd find in just about any RPG. Simply approach the chest and press the X Button to open it and claim the treasure inside. A **Risky Treasure** is blue and it is a bit more dangerous and requires more care. To open a Risky Treasure, approach the chest and open your inventory of items. Choose a Fortune Wire (which can be purchased at the Item Shop within any Root Town) from the list and press the X Button. This turns the chest into a normal brown treasure chest. If you try to open a Risky Treasure without using a Fortune Wire first, a trap discharges and can damage your character or inflict a negative status effect on him.

Treasure chests appear from Field Portals or occasionally when they are dropped by defeated enemies. They also do not show up on the various map displays within the Field. You can view the Field Portals by using a Fairy's Orb. After using the Orb, the Portals appear as yellow dots on the map display. Like Fortune Wires, Fairy Orbs are available at the various Item Shops in the Root Towns.

WANDERING MONSTERS

In the areas accessed through a Chaos Gate's Word List, monsters within the Field are only expelled from Portals unless they are located within a Dungeon as a specific Event, such as is the case with Boss battles.

If you create a new area through the "New Keyword" or "Random Keyword" commands instead, you have a chance of meeting up with other monsters that wander the Field and do not come from a Portal. As these may sneak up on you without warning and without a way of seeing them on the map, you should be extra careful when in these types of areas.

Grunty Food

Each Field also contains one of the varieties of Grunty Food with the amounts available differing between each area. Grunty Food is a type of Key Item once Kite collects it, and on the Field these small objects wiggle around and make odd noises as Kite comes near. These items are needed to raise the different kinds of Grunties, so if you hear a strange noise within a Field, look around to see if there may be some Grunty Food within Kite's reach. When you get close enough to the food to display the name of it over Kite's head you can press the X Button to collect it. For more information on the different Grunty Foods and how they are used to raise the strange creatures, see the *Raising a Grunty* chapter.

Grunty Foods are not displayed on the various area maps, so keeping a close eye and ear out and knowing the type of landscape features that they tend to be found on is useful for gathering a good collection of the different foods. Beginning with *.hack//OUTBREAK* you can also use the Grunty Search ability with some of the Grunty types in order to find the Food more easily (see the "Raising a Grunty" section for more details on the Grunty Search). Like Field Portals, the Grunty Food within an area replenishes itself when you leave the Field and return.

Symbols

Symbols are small fires burning on different landscape features. Each Symbol contains a random beneficial status effect. Activate a Symbol in the usual way, by approaching closely and pressing the X Button. When the Symbol is activated it vanishes, rewarding Kite and any of his nearby party members with the random beneficial status. Keep in mind that this effect only happens for those that are close enough, so let any slower party members catch up before activating the Symbol.

Symbols are always beneficial and they are one of the statistics tracked in the Books of Ryu, so activate them whenever you can find them. They do not show up on the Field Map, so they can be a bit hard to find. They are always found in the Field around one of the landscape features that show up on the Default Map as a ghostly outline, so this map helps you find the elusive flames. Symbols reappear when Kite leaves the Field and returns, although the affect obtained from a specific Symbol is random each time.

Spring of Myst

The Springs of Myst are only found in some specific Field types. These magical springs are small bodies of water represented in blue on the map displays. A Spring of Myst can be activated by walking next to it and pressing the X Button. Kite can then throw in one piece of equipment, either armor of some type or a weapon. Once the equipment is thrown into the spring, a Spirit of the Spring rises into the air and gives you the choice of taking a Golden Axe, a Silver Axe, or neither. The choice of "neither" allows you to change the level of the equipment you threw into the Spring either up or down depending on the various Field conditions, or if the equipment is too strong for the Spirit of that particular Spring Kite receives the original piece of equipment back, plus a Golden Axe and a Silver Axe.

CHOOSE WISELY

If you need Golden and Silver Axes, don't just simply throw in a piece of equipment and choose one or the other. Instead you should throw in a piece of equipment that you know is too strong for the inhabiting Spirit, so that you can receive both axes at once without even losing the original piece of equipment. Of course, this may not be an option if the Spring you find is high enough in level to handle any of your current equipment.

Activating a Spring of Myst causes it to vanish. Unlike other Field features the Spring does not reappear at any point, even after leaving and returning to the Field.

Dungeon Entrance

The last major feature that almost every Field has in common is the Dungeon entrance. This is an arch or other entryway of some kind leading down under ground level, flanked by two glowing torches. The Dungeon entrance is marked on the map, and it is displayed with a red arrow. Walk through the doorway into the darkness to enter the Dungeon itself.

THE DUNGEON

The Dungeon contains some of the same general features as the Field, but in many ways it's quite a different animal. Some of the enemies are different, and often new and harder enemies are introduced as you descend in levels. The features as well are different in some ways, and the general layout is much different.

The Dungeon Map

As you enter the Dungeon, you may notice that the map on the top right corner of the screen does not display the entire floor. Instead, you only see the rooms that you have explored, unless you use a Fairy Orb to show the entire floor's map at once. You can once again toggle the map on and off using the Status button.

The map displays only one level of the Dungeon at a time, the level which you are currently standing on. To go up or down in floor level you must take the staircases leading between levels, which are marked on the map with the words "UP" and "DOWN." Dungeon Portals appear on the map as yellow dots, while treasure chests and Symbols do appear on the map this time around, as small black dots.

Getting Around

To move around the dungeon simply walk through the various doorways, which in turn takes you into the next room and adds the room and its contents to the map if it has not yet been added. This seems fairly straightforward, but one thing to keep in mind is that if the room that you enter contains one or more Dungeon Portals, the doorways automatically seal shut once you enter the room. You cannot leave the room again until you trigger all of the Portals in the room and destroy any monsters that appear from them.

To move between levels you must find the UP or DOWN staircase and enter it. When you've met your goals within the Dungeon, you can leave by retracing your steps back to the Field, or you can use a Sprite Ocarina (available at the Item Shops in the Root Towns) to move directly from the Dungeon to the Field. This item cannot be used in battle.

Breakable Objects

Alongside the chests and other features inside the Dungeon there are also other types of objects found that aren't located in the Field. The first of these are the breakable objects, in the form of jars, skeletons, urns, and other small fragile containers. They are found all throughout the Dungeon rooms, but do not show up on the maps as the treasure chests do.

To open one of these objects attack it with your weapon. The items that you receive are various kinds of restoration items—Antidotes, Healing Potions, and so on. You cannot receive a Resurrect or an SP-healing potion from these objects, but you may receive some strong healing items depending on the Dungeon's level. Higher-level Dungeons can give higher-level healing items in their breakable objects.

Aside from the various restoratives that you might gain from breaking objects, you can also get another type of potion—one linked to the Element of the Dungeon that you are in. The available potions in the various Dungeons are as follows:

Well Water	Earth element
Pure Water	Water element
Burning Oil	Fire element
Holy Sap	Wood element
Sports Drink	Electric element
Cooked Bile	Darkness element

If you use these items they strengthen a character's elemental affinity temporarily. One of the best uses for them is for some of the better trades back in the Root Towns with the various wandering PCs. See the *Trade Items* section for more details.

Breakable items can only be used once before they break and disappear while you are in a room. After you leave the room and return they reappear. The items (or lack thereof) inside the specific breakable objects are random, so for best results keep trying to break as many as you can whenever you return to a room.

Virus Crystals

Virus Crystals are a new feature in the *.hack* series. They are only found in a few certain Dungeons, and can be found in the Dungeon rooms which contain various Breakable items and treasure chests—the "storerooms" as you might call them. These Crystals are made up of glowing cubes floating in a formation, and can be triggered in the normal way, by approaching and pressing the X Button. When activated they add a Virus Core to Kite's inventory, then vanish.

The Gott Statue

The Gott Statue is a special feature found in the bottom level of most Dungeons. Anytime a Gott Statue is found, it is located in a small narrow room by itself, with just one chest and no other objects. The first time you find a specific Dungeon's Gott Statue you can loot this chest for three special items, often a piece of rare equipment or even a unique item—often with other special trading items such as Yellow Candy making up the rest. Once you've looted a particular chest, the Gott Statue crumbles and cannot be found again within that Dungeon.

The Zeit Statue

Not every single Dungeon in the game holds a Gott Statue. Some of the Dungeons that are a part of the main storyline cut short on the bottom level where a boss encounter or some other special event takes place, with no Gott Statue to be found. In other cases, the Gott Statue is replaced by the Zeit Statue.

For details on the Hero of Zeit challenge, check the thread on the board titled "Zeit Statue." The general idea is that this challenge can be taken by using the Keyword Segment "Chronicling" as the first section of your Keyword, and the Statue at the end of the Dungeon is then replaced by the Zeit Statue. The idea is to race to the Zeit Statue as quickly as possible and open the chest, at which point you receive either one of the prizes for a fast time or a consolation prize.

Other Features

The Dungeon holds special Portals known as **Dungeon Portals**. These Portals function in the same way as the Field Portals, except for the added danger of the room's exits being shut off until you trigger the Portal and defeat any enemies coming from it. Dungeon Portals do not reappear as you move between levels of the Dungeon, but instead only come back after you leave the entire Dungeon and return.

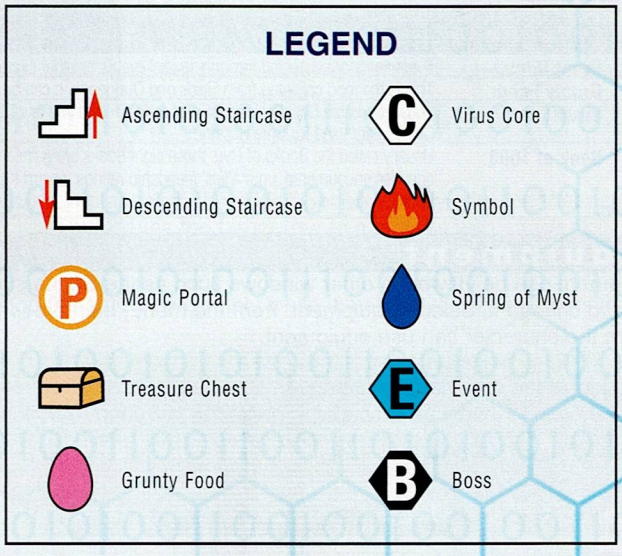
Treasure chests are also to be found within the Dungeon, and they act the same way, with a few small differences. For one, these chests do show up on the map once you've been inside the room containing them or after using a Fairy's Orb. For another, chests within the Dungeon do not only appear from Dungeon Portals or enemies, but may also be sitting out in the open at certain locations throughout the Dungeon.

Symbols can be found within the Dungeon with the same random beneficial effects that they have out on the Field. They are much rarer in Dungeons, not appearing at all in many of them, and are displayed with a black dot on the map much in the same way as the treasure chests. They are not found on features within the Dungeon, instead having their own special stand.

Finally, Grunty Food can also be found within the Dungeons, but the types are different from the food on the Field. Each Dungeon, depending on its type, may have one of the various types of Egg scattered throughout its rooms and halls. Special Dungeons (those accessed through the main storyline and its subquests) can also hold Golden Eggs alongside its other type of Egg.

The Maps

Throughout this guide you'll find maps for the Dungeons in the game. Check out the map legend for clarification on all of the icons that you may see.



ADVANCED HACKING

You've had the chance to learn the basics. Now that you've got that basic framework built, it's time to start adding to it with more detailed run-downs of the various mechanics and other aspects of the game.

The Personal Menus

Skills

Skills can be found on various tabs; each tab contains a grouping of one type of skill and the individual skills themselves are below the tab's name.

Regardless of SP, some skills cannot be used in some circumstances. Skills can never be used in the Root Town.

Attack:	Skills that attack the enemy physically, using a weapon to perform some complex special attack.
Magic:	These skills use SP to attack the enemy with a special elemental effect.
Recovery:	Recovery skills can be cast at any time and heal HP, remove status effects, or revive characters.
Strengthen:	Strengthen skills can be cast at any time. They have various effects from constant SP regeneration to increasing your character's defense.
Weaken:	These skills add a negative status effect to the enemy.
Data Drain:	Only Kite has these skills, thanks to the power of his bracelet. They raise Kite's infection rate and can cause very bad things to happen in some cases. (See *Data Drain* later in this chapter.)

About Weaken Skills

Some of the skills on the "Weaken" tab may have an unexpected effect. If an enemy is resistant to physical attacks, the spell Dek Vorv (lower's an enemy's physical defense) can strip away that protection while the spell lasts. This allows your characters to hit with physical attacks even though it would normally be impervious to them. Dek Vorma works in the same way. Both of these spells are on scrolls (Knight's Bane and Beast's Bane).

Items

When you bring up the items screen you may note four numbers at the top. The first two numbers are the number of item types that you currently carry and the maximum number of inventory items (40). The current and maximum items stored within the Elf's Haven are next. "Item types" refers to things like "Health Potions" or "Bloody Blades."—any one specific kind of item or equipment that is found in the game.

Items:	Recovery items, items to aid in the exploration of areas, and potions to change the characters' elemental affinities.
Scrolls:	Scrolls are one-use items that contain spells.
Books:	These rare items can be used once each, and change one of Kite's parameters permanently.
Treasure:	Treasure items are valuable for trading, but don't have a specific use in and of themselves.
Equipment:	This is the equipment that Kite or his companions can wear and wield. You can't use or equip the items from this screen.

Key Items

Key items are not a part of Kite's normal inventory, and do not count toward his carried items limit. Some of them can be used much as normal items.

Event Item:	Event items are collected through special events or other circumstances. Some can be used and some cannot.
Grunty Food:	This is the food collected from Fields and Dungeons. It can be used to raise a Grunty within a Root Town's Grunty Shop.
Virus Core:	These items are Data Drained from enemies, found in a few Dungeons' Virus Crystals, or obtained in some special cut-scenes. Virus Crystals are used for Gate Hacking.
Book of 1000:	Usually called the Books of Ryu, these eight books are gained through the use of the bracelet to Data Drain foes. Each holds different statistics such as number of enemies encountered, your allies' friendship ratings toward Kite, and so on. The books also give special Desktop items after Kite reaches certain thresholds within each book's stats.

Equipment

Equipment can be viewed in other windows such as the Status screen, but this is the command that you must use in order to change it. Select "Equipment" from the menu, then press R1 and L1 to switch between the various locations where the character can use equipment.

The highlighted item has the change in stats that would occur from equipping it listed in the window below. If you think that the change is to your advantage, press the X Button to switch the currently equipped item with the highlighted piece.

Combat

In the *.hack* series combat is real-time, with the action pausing when you open one of the menus to select a skill, item, or other command.

A battle begins when a party member comes close to a monster. Usually this is through triggering a Portal, although sometimes it can be due to walking close to a wandering monster on a Field, or through a special event.

Beware the Flames

If you see a strange purple glowing "flame" across the bottom of a doorway, it's a good bet that a special fight will occur beyond the threshold.

During the Fight

The words "Battle Mode On" appear at the beginning of a fight. When the last opponent falls, "Battle Mode Off" appears in blue in the center of the screen, then things go back to normal.

While you are in a battle on a Field you cannot return to the Root Town. As some of the foes may move even faster than your characters, and you may even trigger more Field Portals in your retreat, this last option can be tricky.

Your Party Makeup

Keep allies' character classes in mind when making your party. Each Class has its strengths and weaknesses. Learn the uses of each class in combat, and use that to your advantage.

Battle Chatter

Remember that in this game, Kite is not supposed to be the only character being controlled by a player. To reflect this, your party members keep up a fairly regular stream of chatter as you wander the Root Town and explore the areas.

When the fight starts, your characters call out a few useful hints for battling the particular foe. As the fight continues they add other comments as well, updating you on their actions or general status. Keep this in mind when you buff up your characters; you may not notice a negative effect icon being added.

Characters also speak up to let you know whenever they use an item in the fight. As they use their last "copy" of a certain item they let you know this as well, so that you know you really need to give them more of that item as soon as the fight ends. Try to replenish a character's stocks of important items periodically just in case.

Kite calls out orders in red, while your party members respond in blue to let you know they're listening. This lets you see if you've mistakenly selected the wrong command, or helps you see if the character is frozen or otherwise cannot follow orders.

Combat Actions

During battles, maneuver Kite into position to attack. Attack by pressing the X Button. Your current target and all its attributes are displayed at the top left side of the screen. You cannot physically control your party members, although you can use the Chat Menu to give general or even specific strategies or orders.

Open the Personal Menu by pressing the Triangle Button. The Skills and Items submenus are especially valuable in a fight. Use the Equipment menu to switch around Kite's own weapons and armor during the course of battle.

Using skills has effects on Kite and the enemy. An attack skill leaves Kite vulnerable during its preparation. You cannot use items, select other skills, or even issue commands until Kite ends the skill. Be careful when using such attack skills against powerful foes or strong groups of enemies. Learn which skills take longer to resolve.

There are a few special foes that may not be frozen in place when hit with an attack skill.

Using magic skills also freezes both the caster and victim in place with the added benefit of only allowing that particular enemy to counterattack Kite. Using spells freezes Kite, but leaves the target free to move. As with attack skills, some special enemies may be immune to this freezing effect.

Data Drain skills (also covered later in this section) stop the action completely while they resolve, freezing everything in place.

Deep Freeze

You can use this spellcasting freezing effect against other spellcasting foes. Many enemy spellcasters are fast and agile, making them hard to catch. Turn the tables by casting a spell of your own, allowing any melee fighters in your party to get the chance to attack.

The Chat Menu

When your party enters battle the supporting characters act according to the general battle strategy. If you wish your characters to act differently, use the Chat Menu to give them commands. Commands can be given to the party as a whole, or to specific characters.

Press the Square Button to bring up the Chat Menu. The three tabs found here are:

Skill Usage

Giving orders from this tab does not change the overall battle strategy, but it changes your allies' actions. These commands affect all of the supporting party members.

Skills!:	Allows the use of physical and magical attack skills during the fight. Also allows related items (Magic Scrolls) to be used if no skills are available.
First Aid!:	Characters use recovery spells and items as needed. Spells are used first, given enough SP. They do not include SP restoration. If no one needs restoration of any sort, the characters attack physically.
Weaken!:	Characters focus on using weakening Skills or items against the enemy, attacking when they have no new ways to affect the foe.
Strengthen!:	Characters cast any strengthening Spells or items on their allies, until these run out and they begin to attack.
Don't use skills!:	Characters cease the use of any skills or items, and instead just go for a straightforward attack.
Attack!:	The party attacks the foe physically, using normal physical attacks or attack skills if available.
Magic!:	The party attacks the foe magically, using spells or scrolls against the foe. In between casting such spells they attack physically.
Use Sprite Ocarina!:	This choice is only available in a Dungeon and while the party is out of combat. Causes one of your party members to use a Sprite Ocarina.

Not Just for Battle

Note that these commands can be issued outside of combat, although battle commands like "Skills!" have no effect in this situation. More useful orders from this tab are "First Aid," "Weaken," and "Strengthen."

Strategy

Commands from this tab are overall strategies. They remain in effect from one combat to the next. Use one of these strategies for the general formation, but override some specifics with other commands from the other tabs.

Operation Wonder Battle:	Each character attacks the closest enemy without using skills or items.
Operation Union Battle:	Your entire party attacks the same enemy without using skills or items.
Operation Follow Me:	The group moves in formation near Kite, attacking only as enemies come close.
Operation Recover:	Your party stands in place and each member uses recovery on themselves as needed.

Members

Commands for specific party members are here. Choose the ally to command, then choose the strategy to have him or her follow, or the action to perform.

Designate Skill:	Choose a specific skill for the character to use.
Change Equipment:	This can only be used outside of combat. It brings up a menu identical to Kite's own Equip screen.
First Aid!:	This is just like the "Skill Usage" command by the same name, except that it only affects the one specific character.
Designate Target:	Select a specific target for the character to focus on.
Assemble:	This is like the "Follow Me" strategy, but for one specific character.
Standby:	This commands the character to cease moving and to use recovery items and abilities on himself or herself.

The Strategy tab covers general strategy, Skill Usage is useful for overriding some of its specifics, and Member commands are good for overriding those strategies with specific orders for one character.

The Elements

Learning the different elements and their relationships is one of the keys to mastering combat. Most enemies have a specific elemental affinity, which you can see by targeting the foe and checking the icon beside their HP bar. Monsters are resistant to spells and skills of their own element.

Elements have their opposites. A creature from an element takes much more damage from a spell or skill of the opposing element. This is called an Elemental Hit. The list of opposing elements is as follows:

Earth (Brown)	<—>	Wood (Green)
Fire (Red)	<—>	Water (Blue)
Darkness (Purple)	<—>	Lightning (Yellow)

Your characters, too, have elemental affinities. These are greatly affected by currently equipped items and determine the damage that they deal and receive.

Pay attention to an enemy's affinity and use elements to your advantage. A foe may also have a resistance to physical or magical attacks in general. In this case, either use the opposite type of attack or remove the protection altogether (with either Dek Vorv or Dek Vorma).

Status Effects

As you fight you may also end up with various status effects, positive or negative. An icon represents any effects currently in effect. It's located at the top of the small character portrait along the bottom of the screen. Listed below are some of the specific status ailments:

Physical	
Poison:	Lowers the character's HP by a small amount every few seconds over a long period of time.
Paralysis:	Freezes the character, making him or her unable to act. Lasts for a short time.
Speed Down:	The character's running speed is drastically decreased. Lasts for a long time.
Physical Status Down:	This temporarily lowers one of your character's physical attributes. Lasts for a long time.
Curse:	Lowers the character's SP by a small amount every few seconds over a long period of time.
Mental	
Sleep:	The character falls asleep and cannot act for a short period of time.
Confusion:	The character acts on his or her own for a short time and is not controllable. They'll attack the closest target regardless of whether it's an ally or enemy.
Charm:	The character is uncontrollable for a short time and attacks only allies.
Mental Status Down:	This lowers the character's mental attributes for a long period of time.

Physical ailments can be treated with the use of an Antidote or the Spell Rip Teyn. Mental effects can be cured with a Restorative or Rip Synk. All status effects are removed when the character returns to a Root Town, including death.

Death is a state caused by the loss of all HP. The transparent form of a ghost represents the character and they cannot perform any actions until revived. (However, Kite can continue to give orders.) Using the Rip Maen spell or the Resurrect item reverses this. Upon revival, a character has full HP, but zero SP.

Sweet Rewards

There are two main rewards for defeating enemies—items and Experience. The contents are based on the area, not the monster itself.

Each enemy also rewards the party with Experience points upon its defeat. This reward is based on the difference between the character and monster levels.

EXP Based on Monster's Level/Player's Level

Level Diff.	EXP	Level Diff.	EXP
-10	1	1	70
-9	2	2	80
-8	3	3	100
-7	4	4	130
-6	6	5	170
-5	8	6	220
-4	13	7	280
-3	28	8	350
-2	40	9	430
-1	50	10	520
0	60		

The battle is over when the last enemy falls or when the group moves out of the range of any remaining foe. At this point you can Gate Out from a Field. Inside a Dungeon the doors reopen, and you can once again use a Sprite Ocarina to leave the Dungeon. After a battle, pay attention to your party's HP, SP, and any status effects

The Power of the Bracelet

One factor raises Kite above the typical character, a mysterious bracelet. He received it from Aura during the same incident that placed his friend in a coma. In order to successfully get through the game you need to learn how to use its abilities effectively.

Data Drain

When you fight an enemy it passes a certain threshold and undergoes a "Protect Break." This threshold varies between the different kinds of enemy. When you see the words "Protect Break" imposed over the enemy, you can use the bracelet's Data Drain skill against it. A Protect Break only lasts for a short while before the monster's protection is restored.

Virus Infection Rate

Skill	-4 or less	-3	-2	-1	0	1	2	3	4	5	6	7	8	9+
Data Drain	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20
Drain Arc	+14	+16	+18	+20	+22	+24	+26	+28	+30	+32	+34	+36	+38	+40
2128 Drain	+21	+24	+27	+30	+33	+36	+39	+42	+45	+48	+51	+54	+57	+60

Each time Kite kills an enemy without using the Data Drain power, the infection rate drops by a random amount between 1 and 3 percentage points.

The negative effects that can occur are more frequent and more penalizing the higher the Infection Rate gets. These effects are known as Wild Glitches, and the chance of one happening is one half of the current Infection Rate. Thus if Kite has an Infection Rate of 40%, there is a 20% change of a Wild Glitch for that use of Data Drain. The effects that can occur are as follows:

Virus Infection Rate and Associated Wild Glitches

0-24% (Blue)	25-49% (Blue-Green)	50-74% (Green)	75-99% (Yellow)	100% (Red)
Everyone's HP & SP Restored	Everyone's HP & SP Restored	Everyone's HP & SP Restored	Everyone's HP & SP Restored	Everyone's HP & SP Restored
Everyone's HP & SP Restored	Magical Attack Down	Poison	Paralysis	All Poisoned
Physical Attack Down	Magical Defense Down	Paralysis	Sleep	All Paralyzed
Physical Defense Down	Magical Accuracy Down	Slow	All Poisoned	All Slow
Physical Accuracy Down	Poison	Charmed	All Paralyzed	All Charmed
Magical Attack Down	Paralysis	Confusion	All Paralyzed	All Confused
Magical Defense Down	Slow	Sleep	All Slow	All Sleep
Magical Accuracy Down	Charmed	All Poisoned	All Charmed	All Cursed
Poison	Confusion	All Paralyzed	All Confused	Everyone 50% HP Loss
Paralysis	Sleep	All Paralyzed	All Sleep	Everyone 50% SP Loss
Slow	Cursed	All Slow	All Sleep	Lose 1000 EXP
Charmed	All Paralyzed	All Sleep	All Cursed	Lose 1000 EXP
Confusion	All Sleep	All Cursed	Everyone 50% HP Loss	Everyone's HP & SP to 1
Sleep	Everyone 50% HP Loss	Everyone 50% HP Loss	Everyone 50% SP Loss	Everyone's HP & SP to 1
Cursed	Everyone 50% SP Loss	Everyone 50% SP Loss	Lose 800 EXP	Lose 1 Item
Lose 200 EXP	Lose 400 EXP	Lose 600 EXP	Everyone's HP & SP to 1	System Error

Warning!

If the word "Warning!" appears under the character's Infection Rate, the Infection level is getting dangerously high. Continuing to use Data Drain at this point can be very risky, with the System Error being the worst possible result—this ends the game abruptly, as if the entire party had been wiped out in combat.

Not all the effects of Data Drain are negative. Using Data Drain against a very strong enemy can help since the Drained monster tends to be weak and harmless.

Using Data Drain nets Kite one of three items carried by that monster type—a normal item, a rarer item, or a Virus Core. See the *Bestiary* for the specific items given by a particular monster.

Aside from this normal range of Virus Cores you can also gain some special Cores from Boss fights or other special monsters. These and the other Virus Cores are used for Gate Hacking—the other ability of Kite's bracelet.

Kite began with just the normal Data Drain skill, but as he has progressed through his adventures he gained the use of Drain Arc, which can Drain more than one foe in Protect Break at once. With the onset of *.hack://OUTBREAK* he now also gains the use of 2128 Drain. This is like Data Drain, but has a much higher rate of gaining the rare item from the foe. If you started playing the series with *.hack//MUTATION* or now with *.hack//OUTBREAK*, you need to use Data Drain for a while until the other abilities are gradually unlocked.

Data Bugs

Keep in mind as you progress that some of the special monsters that you must fight—known as Data Bugs—can only be defeated through the use of Data Drain. Their corrupted forms have infinite HP, thus they cannot be whittled down to death unless they've been Drained and changed into their uncorrupted form.

You should also keep these foes in mind if you are in a Dungeon that may contain a Data Bug at the end—since you must use Data Drain against these foes. If you use it too much you are running the risk of a very bad effect during an important fight. Be careful!

Gate Hacking

Sometimes an important area is protected by a locked gate, banned to all users. This is where the Gate Hacking skill comes in. It allows Kite to remove the lock on these Protected Areas.

Whenever you attempt to access a Protected Area the Gate Hacking screen appears automatically. You can insert a Virus Core in the lower spoke by pressing up on the Directional Pad. When you do this, the required Virus Core automatically fills the hole if you have the Virus Core at hand. In order to switch between the different spokes, press left or right.

Once a lock has had all of its holes filled by the required Virus Cores, the bracelet finishes unlocking the gate, allowing anyone into the area.

The Areas

Using Keywords

The "Getting Started" section gives the details on how to use the Chaos Gate, but in this section you can learn more detail on what each Keyword segment does.

Each Keyword is made up of three different segments. If two segments would normally affect the same attribute of the area, one takes priority over the other. In the final information screen for the area this is shown through the use of colored gems. Segments with a red gem have the highest priority, followed by green and then blue gems.

Modifier Prioritization

When a single keyword affects multiple modifiers, they are ordered based on the following ranking. The letters shown in this list are found in the following tables under "Priority."

S > A > B > C > D > E > F > G > H > I > J > K > L > M

Modifier Descriptions

- **Field Type:** Determines the field's environment. There are 11 types: Scorching 1 & 2, Desert 1 & 2, Jungle, Snow 1 & 2, Wilderness, Earth, Leaf Mold, and Grassland.
- **Dungeon:** Controls the number of floors and rooms in the dungeon.
- **Weather:** This value determines the weather on the field, which has a direct role in determining the element of the area. One to three weather types are combined to determine the area's weather.
- **Flatness:** Determines whether the field is flat, hilly, or steep.
- **Buildings:** Determines how many objects are scattered across the field.
- **Area Level:** Determines the level of the monsters on the field and in the dungeon. The higher the number, the more powerful the monsters will be.
- **Monsters:** Dictates the relative number of the monsters in the area.
- **Items:** Dictates the relative number of items found in the area.
- **Magic Portals:** The final modifier determines the number of Magic Portals on the field and in the dungeon. The higher the number, the more Magic Portals there are.

The element of the area is determined by various attributes, including the Field Type and Weather.

Field Type	Element	Note
Wilderness	Earth	
Snow 1 & 2	Water	
Scorching 1 & 2	Fire	
Desert 1 & 2	Fire	
Jungle	Water	When snow, becomes Thunder
Leaf Mold	Water	When snow, becomes Thunder
Grassland	Water	When thunder, becomes Thunder
Earth	Darkness	When thunder, becomes Thunder

Tables Explained	
Word	Keyword used in the area generation.
PRTY	Priority Level for being selected.
WTR	Weather on the field.
Hills	Hilliness of the landscape in the field.
Buildings	Number of structures on the field.
LEV	Area difficulty.
OBT	Where the keyword was obtained. Those marked as "Start" are available at the beginning of the game, "Event" keywords are obtained through events such as cinematics, while "Other" indicates they were learned via the Board or Email.
Field	Indicates the type of field environment.
DUN	Dungeon size.
MON	Modification to type of monsters present in the area.
Item	Relative value of the items found in the area.
Portals	Number of Magic Portals on the field and in the dungeon.

Part A Keywords

Volume 1

Word	Prty	WTR	Hills	Buildings	A Lev	Obt
Bursting	B	N/A	N/A	Normal	+1	Event
Hidden	B	N/A	N/A	Few	+1	Event
Expansive	B	N/A	N/A	Normal	+2	Event
Boundless	B	N/A	N/A	Many	+2	Event
Closed	B	N/A	N/A	Normal	+3	Event
Quiet	B	N/A	N/A	Few	+3	Event
Plenteous	B	N/A	N/A	Many	+3	Event
Collapsed	B	N/A	N/A	Normal	+4	Event
Cursed	B	N/A	N/A	Few	+4	Event
Buried	B	N/A	N/A	Many	+4	Event
Lonely	B	N/A	N/A	Few	+5	Event
Great	B	N/A	N/A	Normal	+5	Event
Chosen	B	N/A	N/A	Many	+5	Event
Discovered	K	Afternoon	Steep	N/A	N/A	Start
Indiscreet	K	Evening	Flat	N/A	N/A	Start
Putrid	K	Night	Hilly	N/A	N/A	Start
Hideous	K	Cloudy	Steep	N/A	N/A	Start
Soft	K	Rainy Afternoon	Flat	N/A	N/A	Start
Beautiful	K	Rainy Night	Hilly	N/A	N/A	Start
Raging	K	Stormy Afternoon	Flat	N/A	N/A	Start
Noisy	K	Stormy Night	Flat	N/A	N/A	Start
Dog Dancing	K	Blizzard Afternoon	Hilly	N/A	N/A	Start
Rejecting	K	Blizzard Night	Steep	N/A	N/A	Start
Sleepy	K	Afternoon	Flat	N/A	N/A	Start
Sinking	K	Evening	Hilly	N/A	N/A	Start
Greedy	K	Night	Steep	N/A	N/A	Start
Chronicling	S	N/A	N/A	N/A	N/A	Other
Voluptuous	K	Clouds	Flat	N/A	N/A	Other
Detestable	K	Rainy Afternoon	Hilly	N/A	N/A	Other

Volume 2

Word	Prty	Dun Scale	Items	Obt
Soaring Sky	E	+1	-10	Event
Dolorous	E	+3	-4	Event
Nameless	E	+4	-3	Event
Resurrecting	E	+4	-2	Event
Merciless	E	+5	-1	Event
Dying	E	+5	0	Event
Dazzling	E	+5	0	Event
Blooming	E	+6	+2	Event
Scattering	E	+7	+7	Event
Pulsating	E	+8	+6	Event
Stalking	E	+9	+8	Start
Bitter	K	+6	—	Start
Barking	K	+7	—	Start
Reckless	K	+8	—	Start
Perceived	K	+9	—	Start
Generous	K	+10	—	Start
Obedient	K	+1	—	Start
Outpouring	K	+2	—	Start
Capricious	K	+3	—	Start
Predatory	K	+4	—	Start
Entwined	K	+5	—	Start
Abrasive	K	+6	—	Start
Lightless	K	+7	—	Other
Shapeless	K	+8	—	Other
Bottomless	K	+9	—	Other

Volume 3

Word	Prty	Field	WTR	Lev.	Items	Portals	Obt
Chatting	H	N/A	Cloudy	+1	+6	N/A	Event
Tested	H	N/A	Afternoon	+2	0	N/A	Event
Turbulent	H	N/A	Blizzard Afternoon	+2	+6	N/A	Event
Rising	H	N/A	Evening	+3	0	N/A	Event
Sorrowful	H	N/A	Afternoon	+3	+6	N/A	Event
Fleeting	H	N/A	Blizzard Night	+4	+2	N/A	Event
Resonating	H	N/A	Evening	+5	+4	N/A	Event
Attracting	K	Scorching 1	N/A	N/A	N/A	Normal	Start
Spun	K	Scorching 2	N/A	N/A	N/A	Many	Start
Lost	K	Desert 1	N/A	N/A	N/A	Few	Start
Incessant	K	Desert 2	N/A	N/A	N/A	Normal	Start
Seeding	K	Jungle	N/A	N/A	N/A	Many	Start
Clean	K	Snow 1	N/A	N/A	N/A	Few	Start
Solemn	K	Snow 2	N/A	N/A	N/A	Normal	Start
Unusual	K	Wilderness	N/A	N/A	N/A	Many	Start
Dripping	K	Earth	N/A	N/A	N/A	Few	Start
Ancient	K	Leaf Mold	N/A	N/A	N/A	Normal	Start
Billowing	K	Grassland	N/A	N/A	N/A	Many	Start
Jealous	K	Scorching 1	N/A	N/A	N/A	Few	Start
Mimic	K	Scorching 2	N/A	N/A	N/A	Normal	Start
Corroded	K	Desert 1	N/A	N/A	N/A	Many	Start
Cracked	K	Desert 2	N/A	N/A	N/A	Few	Other

Part B Keywords

Volume 1

Word	Prty	Wtr	Hills	Blds	A Lev	Obt
Passed Over	C	N/A	-10	-10	N/A	Event
Forbidden	C	N/A	-8	-8	N/A	Event
Haunted	C	N/A	-6	-6	N/A	Event
Corrupted	C	N/A	-4	-4	N/A	Event
Oblivious	C	N/A	-2	-2	N/A	Event
Eternal	C	N/A	0	0	N/A	Event
Smiling	C	N/A	+2	+2	N/A	Event
Momentary	C	N/A	+4	+4	N/A	Event
Despaired	C	N/A	+6	+6	N/A	Event
Pagan	C	N/A	+7	+7	N/A	Event
Silent	C	N/A	+8	+8	N/A	Event
Distant	C	N/A	+9	+9	N/A	Event
Hopeless	C	N/A	+10	+10	Event	
Primitive	L	Scorching 1	N/A	N/A	Normal	Start
Gluttonous	L	Scorching 2	N/A	N/A	Many	Start
Hot-Blooded	L	Desert 1	N/A	N/A	Few	Start
Destroyer's	L	Desert 2	N/A	N/A	Normal	Start
Solitary	L	Jungle	N/A	N/A	Many	Start
Someone's	L	Snow 1	N/A	N/A	Few	Start
Her	L	Snow 2	N/A	N/A	Normal	Start
Law's	L	Wilderness	N/A	N/A	Many	Start
Talisman	L	Earth	N/A	N/A	Few	Start
Orange	L	Leaf Mold	N/A	N/A	Normal	Start
Organ Market	L	Grassland	N/A	N/A	Many	Start
Agonizing	L	Scorching 1	N/A	N/A	Few	Start
Geothermal	L	Scorching 2	N/A	N/A	Normal	Start
Golden	L	Desert 1	N/A	N/A	Few	Other
Passionate	L	Desert 2	N/A	N/A	Few	Other

Volume 2

Word	Prty	Wtr	Terr.	Mon.	Obt
Bounded	F	Clouds	—	-10	Event
Evil Eyed	F	Night	—	-8	Event
Seeker's	F	Evening	—	-6	Event
Confused	F	Clouds	—	-4	Event
Grieving	F	Afternoon	—	-2	Event
Madness	F	Rainy Afternoon	—	+2	Event
Sage's	F	Blizzard Afternoon	—	+4	Event
Promised	F	Thunderstorm Night	—	+6	Event
Fossil's	F	Night	—	+8	Event
Worst	F	Clouds	—	+10	Event
Guffawing	L	Afternoon	Steep	—	Beginning
Light Trap	L	Evening	Gradual	—	Beginning
Soul	L	Night	Normal	—	Beginning
Dusk	L	Clouds	Steep	—	Beginning
Bemused	L	Rainy Afternoon	Gradual	—	Beginning
Astigmatic	L	Rainy Night	Normal	—	Beginning
Fatal	L	Thunderstorm Afternoon	Steep	—	Beginning
Unending	L	Thunderstorm Night	Gradual	—	Beginning
Survivor's	L	Blizzard Afternoon	Normal	—	Beginning
Sacred	L	Blizzard Night	Steep	—	Beginning
Miracle	L	Afternoon	Gradual	—	Beginning
His	L	Evening	Normal	—	Beginning
Ghostly	L	Night	Steep	—	Beginning
Vengeful	L	Clouds	Gradual	—	Beginning
Fantasy	L	Rainy Afternoon	Normal	—	Beginning

Volume 3

Words	Prty	Field	Dun	Lev	Mon	Portals	Obt
Snaring	I	N/A	N/A	+5	+1	Normal	Event
Quicksilver	I	N/A	N/A	+5	+3	Few	Event
Distrusting	I	N/A	N/A	+5	+3	Normal	Event
Implacable	I	N/A	N/A	+5	+4	Few	Event
Sweltering	I	N/A	N/A	+5	+5	Normal	Event
Fallow	I	N/A	N/A	+5	+6	Few	Event
False	I	N/A	N/A	+5	+7	Many	Event
Fated	L	N/A	+6	N/A	N/A	N/A	Start
Sea of Cloud	L	N/A	+7	N/A	N/A	N/A	Start
Morphean	L	N/A	+8	N/A	N/A	N/A	Start
Hard Roe	L	N/A	+9	N/A	N/A	N/A	Start
Prejudiced	L	N/A	+10	N/A	N/A	N/A	Start
Loose	L	N/A	+1	N/A	N/A	N/A	Start
Lifeless	L	N/A	+2	N/A	N/A	N/A	Start
Sun Colored	L	N/A	+3	N/A	N/A	N/A	Start
Your	L	N/A	+4	N/A	N/A	N/A	Start
Relativistic	L	N/A	+5	N/A	N/A	N/A	Start
Half-boiled	L	N/A	+6	N/A	N/A	N/A	Start
Festive	L	N/A	+7	N/A	N/A	N/A	Start
Gambler's	L	N/A	+8	N/A	N/A	N/A	Other
Bloody	L	N/A	+9	N/A	N/A	N/A	Other
Windmill's	L	N/A	+10	N/A	N/A	N/A	Other
Truth's	I	N/A	N/A	+5	+8	Normal	Other
Betrayed	S	Snow 1	N/A	N/A	N/A	N/A	Other

Part C Keywords

Volume 1

Word	Prty	Field	Dun	Wtr	Obt
Aqua Field	D	Grassland	N/A	Afternoon	Event
Holy Ground	D	Snow 1	N/A	Clouds	Event
Sea of Sand	D	Desert 2	N/A	Afternoon	Event
Fort Walls	D	Wilderness	N/A	Clouds	Event
Twin Hills	D	Grassland	N/A	Stormy Night	Event
White Devil	D	Snow 2	N/A	Night	Event
Hypha	D	Leaf Mold	N/A	Afternoon	Event
Spiral	D	Wilderness	N/A	Rainy Afternoon	Event
Paradise	D	Earth	N/A	Clouds	Event
Fiery Sands	D	Desert 1	N/A	Evening	Event
Great Seal	D	Scorching 1	N/A	Night	Event
Fertile Land	D	Earth	N/A	Rainy Afternoon	Event
Nothingness	D	Wilderness	N/A	Clouds	Event
Melody	M	N/A	+6	N/A	Start
Remnant	M	N/A	+7	N/A	Start
March	M	N/A	+8	N/A	Start
Giant	M	N/A	+9	N/A	Other
Touchstone	M	N/A	+10	N/A	Other
Sunny Demon	M	N/A	+1	N/A	Other
Messenger	M	N/A	+2	N/A	Other
Scent	M	N/A	+3	N/A	Other
New Truth	M	N/A	+4	N/A	Other
Gate	M	N/A	+5	N/A	Other
Pilgrimage	M	N/A	+6	N/A	Other
Scaffold	M	N/A	+7	N/A	Other
Far Thunder	M	N/A	+8	N/A	Other
Tri Pansy	M	N/A	+9	N/A	Other
Treasured Gem	M	N/A	+10	N/A	Other

Volume 2

Word	Prty	Field	A Lev	Portals	Obt
Abyss	G	—	+1	—	Event
Widow	G	Snowy Field 1	+1	—	Event
Prairie	G	Meadow	+2	—	Event
Judgment	G	Desert	+2	—	Event
Furnace	G	Tropics 1	+2	—	Event
Haunted Land	G	Jungle	+3	—	Event
Arctic	G	Snowy Field 1	+3	—	Event
Walkway	G	Meadow	+4	—	Event
Milestone	G	Desert 2	+4	—	Event
Core	G	Tropic 2	+5	—	Event
Death Lands	M	Tropic 1	—	Normal	Beginning
Limit	M	Tropic 2	—	Many	Beginning
Kaleidoscope	M	Desert 1	—	Few	Beginning
Impulse	M	Desert 2	—	Normal	Beginning
Feeling	M	Jungle	—	Many	Beginning
Corridor	M	Snowy Field 1	—	Few	Beginning
Drift	M	Snowy Field 2	—	Normal	Beginning
Cat Market	M	Wilderness	—	Many	Beginning
Sanctum	M	Ground	—	Few	Beginning
Footstep	M	Leaf Mold	—	Normal	Other
Remains	M	Jungle	—	Many	Other
Cabbage	M	Tropic 1	—	Few	Other
Sand Trap	M	Tropic 2	—	Normal	Other
Raw Ore	M	Desert 1	—	Many	Other
Mirror World	M	Desert 2	—	Few	Other
Wavemaster	A	Desert 1	+5	—	Other

Volume 3

Word	Prty	Field	Dun	Wtr	Terr	Items	Obt
Twins	J	Wilderness	+8	N/A	N/A	0	Event
Valkyrie	J	Jungle	+5	N/A	N/A	0	Event
Ice Wall	J	Snow 2	+8	N/A	N/A	0	Event
Sipping Bug	J	Earth	+5	N/A	N/A	0	Event
Arena	J	Scorching 1	+8	N/A	N/A	0	Event
Chaos	J	Leaf Mold	+6	N/A	N/A	0	Event
Grasslands	J	Grasslands	+7	N/A	N/A	0	Event
Neigh	M	N/A	N/A	Afternoon	Steep	N/A	Start
500 Lohan	M	N/A	N/A	Evening	Gradual	N/A	Start
Trajectory	M	N/A	N/A	Night	Normal	N/A	Start
Projection	M	N/A	N/A	Cloudy	Steep	N/A	Start
Alchemy	M	N/A	N/A	Rainy Afternoon	Gradual	N/A	Start
Crossroad	M	N/A	N/A	Rainy Night	Normal	N/A	Start
Ringing Ears	M	N/A	N/A	Stormy Afternoon	Steep	N/A	Start
Hog's Run	M	N/A	N/A	Stormy Night	Gradual	N/A	Start
Ebb and Flow	M	N/A	N/A	Blizzard Afternoon	Normal	N/A	Other
Tragedy	M	N/A	N/A	Blizzard Night	Steep	N/A	Other
Ridgeline	M	N/A	N/A	Afternoon	Gradual	N/A	Other
Clavicle	M	N/A	N/A	Evening	Normal	N/A	Other
Compass	M	N/A	N/A	Night	Steep	N/A	Other
Battlefield	M	N/A	N/A	Cloudy	Gradual	N/A	Other
Whale	M	N/A	N/A	Rainy Afternoon	Normal	N/A	Other
Virgin	J	M	N/A	Stormy Afternoon	N/A	N/A	Other

Springs of Myst

The Springs of Myst has been covered in the "Getting Started" section, here you can find more specific listings on just how weapons and armor are affected by each Spirit.

Weather's Influence on Level Change

Weather	Result When "Neither" is Chosen
Afternoon	Weapons +2 levels, Armor -1 level
Clouds	Weapons +2 levels, Armor -1 level
Night	Weapons +1 level, Armor +1 level
Evening	Weapons +1 level, Armor +1 level
Rain	Weapons -1 level, Armor +2 levels
Thunder	-1 level, Armor +2 levels
Snow	-1 level, Armor +2 levels

Where are the Springs of Myst?

Springs of Myst only appear in the following fields: Desert, Earth, Wilderness, Leaf Mold, and Grassland.

Weapons Upgrade Limits

Weapon Class	Monsieur Level 1	Monsieur Level 2	Grampa Level 1	Grampa Level 2
Twin Blade	4	11	7	14
Blademaster	4	11	7	14
Heavy Blade	4	12	7	15
Heavy Axeman	4	12	7	15
Long Arm	4	11	7	14
Wavemaster	4	10	6	13

Armor Upgrade Limits

Weapon Class	Monsieur Level 1	Monsieur Level 2	Grampa Level 1	Grampa Level 2
Head	8	26	16	32
Body	8	26	16	32
Hands	8	26	16	32
Feet	8	26	16	32

CHARACTERS

PLAYABLE CHARACTERS

Here are the characters that can join Kite's party over the course of his adventures. Some have already been recruited, while others may join the group in this installment.

Kite CLASS: TWIN BLADE

The main character of the game, Kite is the only character controlled directly by you the player. He is on a quest to solve the mysteries behind the viral infections in The World, to bring the computer game back to normal, and especially to save his friend and others from the comas into which they've fallen due to playing the online RPG.

NEW FRIENDS

These allies are new to *.hack//OUTBREAK*, and can be added to the party throughout your travels. One comes to your side naturally through the progression of your quest, while the other you must look for by checking out the various leads that you can find on the board.

Balmung CLASS: BLADEMASTER

Kite has "known" Balmung back since Volume 1, but never as a friend or ally. This Blademaster is only matched by Orca for fame within The World, and his capabilities show why back up his reputation. He makes a great ally and it's good to finally have him on Kite's side.

LEVEL: 60 **HP:** 1250 **SP:** 190

STARTING STATS

	ATK	DEF	ACC	EVD
Physical	60	59	79	89
Magical	30	34	46	68

EARTH	12	FIRE	-12	THUNDER	-12
WATER	61	WOOD	12	DARKNESS	12

MIND RESISTANCE 29 BODY RESISTANCE 96

Terajima Ryoko CLASS: HEAVY AXEMAN

This Heavy Axeman has a personality to match her angelic appearance—gentle and soft. She's new to the game and it shows, but she's very determined and can learn quickly.

LEVEL: 1 **HP:** 75/75 **SP:** 13/13

STARTING STATS

	ATK	DEF	ACC	EVD
Physical	6	11	6	29
Magical	1	1	2	2

EARTH	5	FIRE	5	THUNDER	5
WATER	5	WOOD	5	DARKNESS	6

MIND RESISTANCE 5 BODY RESISTANCE 23

OLD FRIENDS

These characters are reappearing from the first two Volumes of *.hack*, where they could be recruited to your cause. Check the board for threads and hints to where you might meet up with them.

Orca CLASS: BLADEMASTER

This is Kite's real-life friend Yasuhiko's character. Along with Balmung, Orca is one half of the Descendants of Fianna team and one of the most famous characters within The World. He fell into a coma however while introducing Kite to the game world and has yet to wake. He cannot be recruited into parties due to his real-life status.

BlackRose CLASS: HEAVY BLADE

After Orca, BlackRose was Kite's first friend in The World. She talks tough, but she has a soft heart underneath the bluster. She's turned out to be quite an incredible ally; she quests for both Kite's reasons and her own.

Mistral CLASS: WAVEMASTER

Mistral is the type of person who burns her dinner when getting distracted, or who chatters on blithely without realizing what's even going. Of course, it's always hard to tell what life may demand of even the staunchest friend, but Mistral is with Kite always in spirit at least.

Mia CLASS: BLADEMASTER

Mia is helpful in her way, but ever enigmatic. She seems to know more of Kite's bracelet than she's telling. The recent in-game upheavals have affected her even more than she seems to realize.

Elk CLASS: WAVEMASTER

Elk met Kite through Mia and although he was initially jealous of the Twin Blade, he's come to be a good ally. He's been absent as well, but still remains on Kite's side.

Piros CLASS: HEAVY AXEMAN

Piros is chivalrous to a fault, and easily gets carried away. A bit naive in some ways, he can be described as overeager. He lends his axe and strong physical skills to any party.

Natsume CLASS: TWIN BLADE

Natsume is a Twin Blade like Kite, but she's still very different from her calmer friend and ally. She's naive, and tends to get in over her head very quickly and easily.

Gardenia CLASS: LONG ARM

Gardenia seldom speaks, and when she does, it is seldom about herself. She has droves of admirers but few that she herself calls friend. Luckily Kite is one of these.

Sanjuro CLASS: HEAVY BLADE

Like a Samurai in an old story, Sanjuro is a swordsman of honor, slightly gruff but with his heart in the right place.

Nuke Usagimaru CLASS: LONG ARM

The first word to spring to mind to describe Nuke Usagimaru would probably be "strange." The next might be "bizarre." Kite first met this spearman while he was acting as a showman—a side that doesn't disappear for long.

Rachel CLASS: BLADEMASTER

Rachel is the mercenary of the group, always looking for the next way to make an easy buck. She loves exploring for the gold and the items, but she doesn't protest when Kite decides to bring her along.

Moonstone CLASS: TWIN BLADE

Moonstone can almost match Gardenia when it comes to his reticence to speak, although he can take it to even further extremes at times. Not only does he not talk much about himself, but he often says just the bare minimum needed to get a general concept across.

Marlo CLASS: BLADEMASTER

Marlo tends to go beyond gruff into just plain rude, and at times it's hard to understand how Kite can put up with him. He does seem to have a decent soul down below his very tarnished exterior though, and he's a willing and capable comrade.

Wiseman CLASS: WAVEMASTER

Wiseman is a match for Rachel when it comes to mercenary spirit, but is much more patient and capable in his endeavors.

Non-Player Characters

As Kite's influence grows throughout the game he gains new friends and adversaries, many of whom may change their attitude toward Kite for good or ill as time goes on and circumstances change.

Aura

Aura is the strange girl who first gave the bracelet to Kite, and who was present at the incident where Orca slipped into the coma. She was apparently destroyed at the end of *.hack://INFECTION*, but her "demise" was temporary, leaving her as one possible key to unlocking the puzzle that Kite wishes to solve.

Helba

Helba is a known hacker, leader of a powerful underground group within The World and in constant conflict with its authorities. She is hard to read, and acts for her own reasons, but thus far she has proven helpful to Kite and may remain so in the future as well.

Lios

One of the most outspoken of the System Administrators for The World, Lios' path has intersected with Kite's a few times previously both for good and for ill.

KITE-PLYING SOLO

You should have read various news and board messages, gathered new Keywords, and gained access to a fourth server in the process. Now it's time to start exploring some of these new areas. With multiple places waiting, the main problem is deciding where to go first. If you haven't checked the various messages on the board, look at the end of the *Getting Started* chapter for a walkthrough of the beginning sections.

In many cases throughout this walkthrough, it's suggested that you take on side areas that allow you to make new friends or find special items before taking on the main Dungeon. In this case, as soon as you try to form a party, you realize that none of your friends are currently online. This is the case until you tackle the new Keyword within the ∑ Server. It's best to explore this Dungeon now, so that you can travel with a party soon after. Don't worry about the high combat level of the Dungeon—as long as Kite is at a fairly high level—around 50—he can handle himself alone as long as he takes the right items and equipment along for the trip. Just be cautious, and use strategy. If you're not sure whether your character is up to snuff, tackle a few slightly lower-level Dungeons beforehand for experience and new items. Remember you still have to go it alone until you get back to the main quest. Don't get in over your head!

New Players

For new players it's a bit more complicated than being at a high enough level to tackle the Dungeon. New players are behind on equipment, and other items as well. A brand new player should try out a few of the lower-level areas that you find on the board first, to gain a bit more experience and better pieces of equipment. Put healing potions, antidotes, and something that allows the use of Fire skills on your shopping list before you head into this Dungeon.

First head to ∑ Server. Go to the Chaos Gate in your current town, and choose "Other Servers" from the Gate Menu. If you've read the mail message notifying you that the server is now open, you can choose it from the list and visit Fort Ouph for the first time. Since this is your first trip to the new Root Town, take your time, explore, and check out what the place has to offer. Buy and sell some equipment, and raise a new Grunty. Returning players shouldn't forget to check the Books of Ryu to see what new items you may already have coming to you.

Once you're done playing around in the new town, take the time to prepare yourself for the Dungeon to come. You'll need at least one decent Wood spell, or a good number of Wood scrolls from a magic shop to deal with the monsters that you meet. Try to raise an Aqua Grunty before setting out and you may be able to trade a set of Airy Robes for it. A piece of body armor with two nice Wood spells can be just the ticket for what you will be up against. You may want to bring a Thunder-based weapon to fight Darkness enemies that you'll find within, but this isn't necessary because these enemies fall quickly to physical attacks. A tougher enemy within is Water-based, so taking one of your weapons with Fire attacks is a good idea—the Crimson Raid weapon is especially nice, if you've managed to pick it up at the end of *.hack//MUTATION*. The final touch can be a weapon with a Darkness attack skill, although this is only useful against one tough creature. Top off your supplies with Antidotes, Healing Potions, or other strong health recovery items (even if you do have a spell like Ol Repth)—you'll need them. A handful of copies of The Moon scroll can come in handy against the last fight in the Dungeon. If you have any pieces of equipment that allow the casting of Rig Saem and Rig Geam, or have stored scrolls with the same HP and SP regeneration effects, this is the perfect time to break them out. These spells come in very handy for most of the areas, but when Kite is traveling alone they're especially beneficial.

When you're ready to tackle the Dungeon go to the Chaos Gate and choose the Keyword from the Word List. You quickly find that this is not only your first main Dungeon of the game, but it's your first Protected Area as well. Before you can tackle the fighting and exploration of the area, you must first hack its Gate using Kite's bracelet.

This is one of the simpler Gates that you'll find in the game. As you try to enter the Protected Area, a warning flashes and the Gate Hacking Menu comes up. The Gate needs only two E Virus Cores to unlock it, so as long as you have these Virus Cores, press up twice on the directional pad to insert them into the Gate. This unlocks the Gate, allowing you (and coincidentally anyone else) into the area. If for some reason you don't have the proper Virus Cores (even new characters should have the two required Cores in their Key Items at the start of the game) you can find them on Λ Server in areas above Battle Level 30 by using Data Drain against Mid-size monsters. Keep in mind that you may not get a Virus Core each time you use Data Drain, so be patient.

Σ: Chatting, Snaring, Twins

RECOMMENDED PARTY: KITE

AREA VITALS

BATTLE LEVEL:	52
ELEMENT:	Earth
GRUNTY FOOD:	Root Vegetable Immature Egg Golden Egg
ENVIRONMENT:	Wilderness
WEATHER:	Night

MONSTERS

FIELD:

Earth Maiden: Earth
Maxwell: Darkness
Miasma Wyvern: Water

DUNGEON:

Earth Maiden: Earth
Maxwell: Darkness
Miasma Wyvern: Water

ITEMS

AREA:

Corona Blade
The Death
Gaia Hands
Gaia's Spell
The Hanged Man
Imp's Leg Mail
The Lovers
Mage's Soul
The Moon
Raikoumaru
Resurrect
Stone Greaves
Stone Storm
Virus Core D
Virus Core E
Virus Core F

MONSTERS:

Dragon Crest
Firedrake Bone
Rashou
Rock 'N Roll
Stone Solleret
Tribal Robes
Virus Core G
Virus Core H

The Gate unlocks and Kite is deposited into the new area, alone and in some very dark surroundings. This area is obviously corrupted, with strings of data floating through the air at random. It's also a night scene, so it's hard to see a lot of what's around in great detail.

The Overall Map shows that the Dungeon entrance for this area is just a short distance off to Kite's right, and using a Fairy Orb shows that there are only a few Field Portals between your arrival point and the entryway. Feel free to trigger the nearby Portals, but don't overdo it—remember that Kite is alone in a high-level area. It's best to go straight for the Dungeon, and leave more detailed exploration of the Fields for a another time.

2128 Drain

Once you start running into some of the battles in this Area, use your Data Drain. Drain Arc is an ability that some players may remember from .hack Volume 2. .hack//OUTBREAK introduces a new ability: 2128 Drain.

Here is the difference between them all. Data Drain is the regular Drain ability. Drain Arc drains from multiple enemies in an area (as long as they've reached Protect Break). 2128 Drain gives you a much higher chance to drain the enemy's rare drain item.

Using Data Drain often will improve your chances of obtaining the new abilities. The more you use Data Drain, the more likely you are to receive Drain Arc. The more you use Data Drain and Drain Arc, the more likely it is that you will receive 2128 Drain.

Despite the high level of the area the foes are not as deadly as you might think. They still hit hard, and can kill your character if you're not careful, but with the right strategy they're definitely beatable.

Two of the enemies for this Area, the Maxwell and the Miasma Wyvern, are the type that you usually fight toe-to-toe. Maxwell is a Darkness creature, so Thunder is the element that works best against it. It is weak enough in defense and HP that physical attacks can take it down quickly. If you have a strong weapon with Fire attacks on it, it may be easier just to leave it equipped rather than switch back and forth to fight Maxwells and Miasma Wyverns. In fact, one problem with Maxwells is getting them down to Protect Break level without killing them to get some of their Data Drain items—such as the Twin Blade weapon Rashou. These Darkness creatures can hit hard, so your best choice is to take them out first before they can pound on Kite for too long.

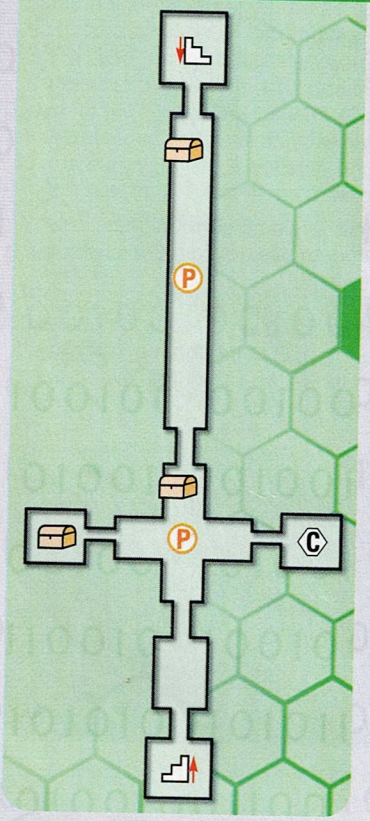
The Miasma Wyvern, on the other hand, is a Water creature and it tends to take a lot more punishment before it goes down— especially because it has good Evasion. It's best to use some of the Fire weapon skills like Blazing Wheel or Twin Dragons to get Elemental Hits and hope to kill it off quickly. Be careful—these creatures don't hit exceptionally hard, but they can hit quickly and often, and they can poison your character. Use Antidotes or Rip Teyn as needed.

The Earth Maidens are another type of creature—these ladies usually appear in multiples, cast Earth spells on Kite from a distance, constantly pound him with moderate amounts of damage, and make it difficult to keep on top of healing while still fighting off various enemies. They also flee as Kite approaches and cast spells to freeze him in one location, while the magical effects resolve. Add in their ability to cast a slowing spell on Kite, and they can be quite difficult to take out in just physical combat. Your best bet is take out any Maxwells close by to get them quickly out of your hair, then use Wood spells or scrolls against the Earth Maidens from a distance. You'll probably need to cast these a few times for each unless you've got stronger spells, but be patient and keep at it they'll drop soon enough. Keep a close eye on Kite's status bar in the process—remove any speed-dropping effects immediately with an Antidote, and use Healing Potions to quickly get his HP back up as soon as it starts to drop to 400 or 500.Casting spells that have the same effects when Kite is surrounded may occupy him for too long, allowing opponents to cast even more damaging spells.

Because various monsters tend to overwhelm Kite when he's solo like this, it's a good idea to use the spells Rig Geam and Rig Saem. These allow quick regeneration of SP and HP, and keep you from pausing and recovering after being pummeled by your foes. These spells do not last long enough to explore an entire Dungeon, so keep replenishing them whenever they run out.

After you've made your way to the Dungeon entrance, you can quickly find a Root Vegetable just north of the entryway. Take it, then head through the doorway to find out what awaits Kite on his solo journey.

DUNGEON, B1



Upon entering a Dungeon for the first time, Kite pauses for a moment on the threshold as a voice comes from nowhere. This voice speaks of the differences between Humans and Artificial Intelligence—namely the fact that humans are limited in potential while AIs aren't. As quickly as the voice arises, it is gone, and its short speech can only be filed away for future reference as Kite presses on into the Dungeon.

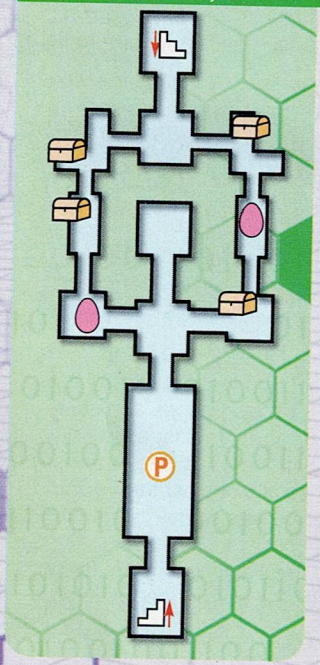
The monsters in the Dungeon are the same ones that Kite has faced within the Field, and the strategies for fighting them remains the same. Above all, remember to keep a close eye on Kite's HP as you press onward. Don't forget to check each room along the way because there are many areas with several breakable items and various treasure chests to loot.

NEW FEATURE

Returning players to the *.hack* series may be surprised to find a new Dungeon feature in some areas—the Virus Crystal. This object appears as a formation of glowing, colored cubes, and can be triggered in the same way as a Symbol or other Dungeon feature, by approaching and pressing the X Button. This causes the Crystal to vanish and rewards Kite with a Virus Core without having to use Data Drain or other means to gain it. Virus Crystals tend to show up in the "storerooms" that you find within various important Dungeons. These rooms contain a large amount of breakable objects, and perhaps a few chests.

This Dungeon's three Virus Crystals contain a Virus Core D on level B1, followed by Virus Cores E and F on levels B2 and B3.

DUNGEON, B2



Entering the second level of the Dungeon triggers the return of the strange Voice, continuing its comparison of humans and AIs. The voice seems to be addressing Harald, a name that's come up in previous game installments, but the speaker and his reasons for speaking are still a mystery. Once more the voice quickly fades, leaving Kite to soldier on.

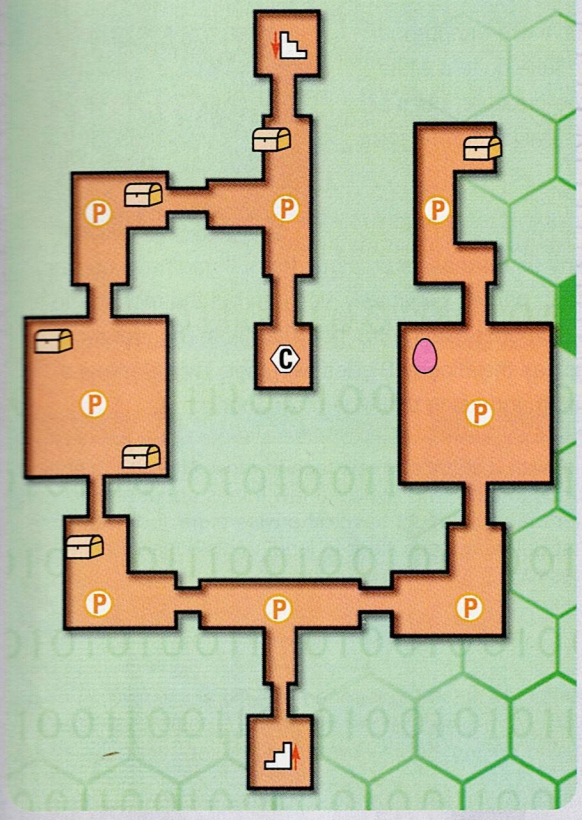
Don't be so eager to unravel the mystery as you wander the Dungeon that you miss collecting valuable items. Various eggs begin to make their appearance on this level, allowing you to replenish your Grunty Food supplies. There are also chests and other items to loot, so take your time and explore thoroughly!

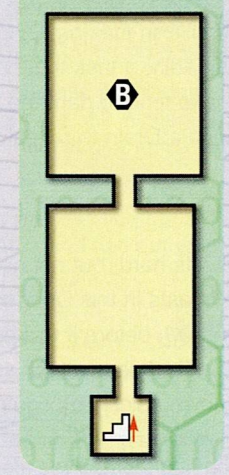
DATA DRAIN DANGERS

When you wander an area solo like this, it's a good idea to watch how much you use Data Drain. If a negative effect occurs to freeze Kite in place, it's a lot easier for enemies to overwhelm him before he can recover. Right now there are no allies to use First Aid to pull him out of the fire.

In this Dungeon it's better to limit your use of Data Drain starting with this level because you are going to find yourself using your bracelet in order to proceed. If your Infection level is too high at this point, you may get yourself into trouble.

DUNGEON, B3, B4





By this point you may be expecting the voice again, which does in fact speak once more when Kite enters the third Dungeon level. As before, it fades after one brief statement allowing Kite to continue on his way. The third level of the Dungeon holds the last of the Dungeon Portals. Kite can clear up his explorations and descend into the next level when he's done looking around.

The fourth floor doesn't hold any Dungeon Portals, but instead takes Kite directly into a large room where he can hear the final admonitions of the strange voice, while watching dark flames lick at a doorway directly across from him. Players who are used to the previous *.hack* games know what this means—a special encounter waits beyond this doorway. As the voice ends, make certain you are prepared for a tough battle, then head into the next room.

Stepping through the flames reveals a bit of a surprise—a monster is here, but it's not the normal type. This creature has been infected with a Data Bug, which means that it's programming has been corrupted. This makes it a lot tougher, and it is impossible to kill without Kite's special bracelet.

Perhaps even more surprising is the foe that it is currently fighting. Balmung, always aloof and one of Kite's more aggressive critics, is in the Dungeon fighting the creature. He must realize that he's in over his pretty head, since he makes no protest when Kite moves in to give him a hand.

Boss Fight: Ironball Titan (Data Bug)

level	48	pp	—
hp	Infinite/4550	sp	485
element	Earth, counter with Wood		
skills	None		
reward	Virus Core O		

This boss battle is your first of the game, and with only non-party-member help, it can be deadly if you're not careful. Remember that this boss hits hard and can hit twice in one blow. Kite can lose over half his HP at once if the Data Bug gets a good strike in, so your best bet is to stand at a distance and use Wood spells against the foe. Balmung tries to do his own part by attacking it directly, throwing in an occasional weak spell of his own.

Don't be too complacent just because Balmung is fighting the monster up close. This monster realizes that Kite is the bigger threat, and moves to pursue him, ignoring Balmung. Since this monster manages to land at least one or two strikes on Kite as it gets a bit too close, keeping Rig Saem and Rig Geam cast on Kite is a good idea. Also heal him if he takes a large hit. One lucky strike by the monster could put him out of the fight and end the game before regenerative spells have a chance to get him back up to normal.

Ironball Titan (Data Bug), continued

Like all Data Bug-corrupted monsters, this oddity has infinite HP in this form and is more dangerous than its normal counterpart. You must whittle its HP down steadily, a task that can take quite a while with a weaker Wood spell. Even the stronger Wood spells take time to damage the creature, but just keep at it. Once you've finally depleted most of its HP, use Data Drain to reveal its easier normal form.

The normal Ironball Titan still hits hard, but not nearly as hard as its previous form. If you have copies of the scroll The Moon, from chests in this Dungeon or carried previously, you can put the monster to sleep. Just take the creature down before it wakes up—because the Ironball Titan is a Thunder monster you can use blades with a Darkness attack such as the Bloody Blades with their Twin Darkness ability. You can take the foe down quickly by equipping and using this type of weapon.

After the fight Kite and Balmung find themselves alone, with a chance to talk face-to-face. After the events at the end of *.hack//MUTATION*, Balmung has had a chance to think and realize a few things about himself and his own motivations. The conversation goes a lot better than Kite might have otherwise expected, with positive results for everyone. Things go so well, in fact, that Balmung sees clear to lending his considerable strength to Kite's cause—definitely a reason to be pleased.

In the process of talking, Kite discovers a few more things about what happened to Orca shortly before being put into a coma. Connected to this is another of the strange, out-of-place rooms beyond the Ironball Titan's den, which contains a piece of the strange Epitaph behind so many of the events within The World.

After exploring the room Kite returns automatically to Fort Ouph, where the New Mail icon quickly appears. Take time to store some of your new items at the Elf's Haven and perhaps to raise a new Grunty, or to do a bit more trading. Once you're done, head off to check your mail.The new message is from BlackRose, who apparently has something on her mind:

Author: BlackRose
Subject: No Subject

If you are still in, we need to talk. I'll be waiting by the chained statue of the girl.

As Kite quickly realizes, she's talking about the area the two of you found, way back when you first became comrades, during the events of *.hack//INFECTION*. She'll be waiting for you at Δ Hidden Forbidden Holy Ground when you decide to go meet her.

You may also wish to stop by the Board on your way back into the World—some new messages have been posted on the thread. The post "What is a Grunty?" gives you a little bit more information on these creatures. When you're finished with mail, news, and the board, head back into The World to meet your next challenge.

REVISITS AND REMEMBRANCES

After tackling a high-level Dungeon, the next section of the game is a welcome distraction. You can only call Balmung to join your party because the rest of the characters are still mysteriously offline, but this means it's a good time to revisit the area where BlackRose wishes to meet you, an area without battles where you need to show up alone anyhow.

Head off to Δ Server, and do any trading or other tasks before selecting the Word List at the Chaos Gate. Select the red-checked Keyword from the list to enter the area and find out what it is that BlackRose wishes to discuss.

Δ: HIDDEN, FORBIDDEN, HOLY GROUND

RECOMMENDED PARTY: KITE

AREA VITALS	
BATTLE LEVEL:	6
ELEMENT:	Water
GRUNTY FOOD:	N/A
ENVIRONMENT:	Cathedral
WEATHER:	Sunny

MONSTERS
None

ITEMS
None

The setting for this discussion is different than a typical Dungeon. Instead of the normal Field and Dungeon, Kite arrives at a large Cathedral in the middle of an unreachable pastoral setting. The arrival point is at one end of a walkway, which leads directly to the door of the edifice.This is the only path that you can take. Run along the pathway and through the door that stands ajar in the front of the building to enter.

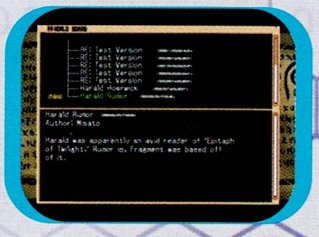
Inside the Cathedral BlackRose waits in front of a strange statue that has the appearance of a girl—Aura?—wrapped in chains. As Kite approaches she begins to speak, barely taking her eyes off the scenery in front of her. While Kite has been working hard to save his friend Orca it turns out BlackRose is in much the same boat, with someone that she wishes to save. Unlike Kite she's been keeping it to herself, working in silence, to help Kite further their goals. But, befitting the church-like scenery around them, the Heavy Blade feels it's time to finally confess—not only what has happened in her life, but her fears and uncertainties as well.

In the process Kite can see that he's not alone in his journey, doubts, and worries. He can see more of the human side of BlackRose as well, and forge stronger bonds to help him through the tough times ahead.

As the conversation ends, it's clear that both characters have found reasons to continue onward, and to try to do what's best for their friends and for The World. They can move on to the next step with clearer minds, and renewed determination.

GATHERING THE TROOPS

Now that Kite and BlackRose have had their heart-to-heart, it's time to get in touch with old friends and unlock the next group of Keywords. As Kite returns to Mac Anu the new mail notification appears. It's a good idea to go investigate the new messages immediately.



When you log out you can see that the board has new messages. Take the time to check it out. The first message is not very promising—it's just another tidbit about Harald and the Epitaph, but nothing too new.

The next message in line is much more interesting, and those who have played previous volumes will find it quite familiar:

Author: Stehoney T Thread: Let's Play Tag Returns
Message: Revenge Gob

Hello everybody. Long time no gob... Pretty difficult gob. This time is third time, but not going to lose this time gob!

They say third time is charm gob!

Well anyway gob. I've got a T now gob. Stehoney T's T stands for Turbo gob!

Oh forgot important thing again gob. Stehoney T at ∑ Detestable Gambler's Sunny Demon gob!

Come alone gob!

Keep in mind that those who haven't defeated the first ten rounds of Goblin Tag won't receive this message. If this is the case, work on meeting the previous ten Goblin challenges. Read the other board messages on Goblin Tag, and see the "Side Quests" section of the guide for more details.

The last new board message has another promising lead:

Author: Terajima Ryoko Thread: I'm Terajima Ryoko
Message: Hello

Hello, I am Terajima Ryoko. I haven't quite grasped how to get through the game so could someone help me? I'll be waiting at the B1 floor of:

∑ Cracked Worst Milestone.

Thank you very much.

The ∑ Server is a bit odd for a newbie to be playing in, but how can Kite refuse a request for help? The Keyword goes on the list for future reference.

Now it's time to make your way to the Desktop and check those new mail messages. Assuming you've taken care to make a lot of friends in the first two volumes, there are quite a few when you open the mailbox. Most of your friends have been unable to connect after the latest game difficulties. This explains why you've been unable to reach anyone via Flash Mail for a while. These messages let you know that people are back in touch and they make up a majority of the new messages.If you've cultivated your friendships wisely you should have a few other interesting emails as well.

The first of these is from Wiseman, and is part of the main storyline:

Author: Wiseman
Subject: No Subject

I've sorted the information about the Cursed Wave. I think it is time to compare our notes. Contact me when you are ready. Let's meet at ∑ Town.

After reading the message, Kite has a choice of replies to give, and then can file the meeting point away mentally to deal with later.

The next email is received by all players. It's an explanation from Helba about the Virus Cores and where to find them. This new message updates information, and tells you how to find the G, H, and I Virus cores on ∑ Server.

Now the "optional" emails begin. The first is from Nuke Usagimaru, who is letting boredom get the better of his hectic personality.

Author: Nuke Usagimaru
Subject: Yo!

Wassup? I'm bad, it's kinda like I'm losing interest and stuff like that. Basically kinda feeling ugh...

So, I want you to help me! I think if I fight a strong monster I'll feel refreshed, and might find out the reason why I've been down.

So how about: ∑ Attracting Fated Ebb and Flow?

Isn't it the perfect Keyword for me? Come with me to the bottom of the dungeon! Thanks dude!

From another friend comes brief message, without the usual Keyword:

Author: Marlo
Subject: Necrotic Eye

Looking for a monster named **Necrotic Eye**. If you know where it is, take me there.

Apparently Marlo is as gruff as always. But he's not the only one who hasn't changed his personality since Kite saw them last:

Author: Gardenia
Subject: No Subject

∑ Dolorous Promised Clavicle.

No explanation, as is normal for Gardenia, silent as usual.

While the others still have their personality quirks, Sanjuro too apparently still has his need to collect his rare katanas as you find in the next message:

Author: Sanjuro
Subject: I give up

To Kite.

I got an e-mail from CC Corp.

> This is a special event for all Samurai players: 'Master Sword Quiz Dungeon'! Only those who answer and
> follow the path correctly will receive the treasure: **Tonosama Sword**! If you would like to challenge yourself,
> come to: ∑ Soaring Sky Madness Compass.

I tried it by myself, but I just couldn't do it.

I need your help. Would you mind helping me?

If these Keywords aren't enough to go on, there's another new message waiting on the board when Kite logs back into the game world. This one deals with a subject that should be fresh in your mind:

Author: PEACE
Message: Necrotic Eye
Thread: Play Knowledge

I met a monster named Necrotic Eye in the lowest floor of ∑ Spun Bloody Tragedy and totally got my ass kicked.

Just warning you guys, you better prepare for this one.

Make a mental note to visit this Dungeon with Marlo later. For now you are free to continue your way back into The World and deal with the next item on your plate.

A BRIEF MEETING

Various side quests and some of the secondary Dungeons that you've just learned about are on ∑ Server.You may as well head over there to meet Wiseman. You don't need to prepare—this is only a talk, don't worry about being dragged off into a Dungeon without warning.

As soon as you choose the ∑ Server from the Chaos Gate menu, Kite warps in beside Wiseman and he begins to speak. After some study of the Epitaph of Twilight (read Wiseman's emails from the previous volumes for more information on this poem), he tells Kite that there are five more signs before the prophetic "Wave". Cubia, is also referenced as "the Hidden One" within the poem, so defeating the five monsters (who act as "signs") before the Wave may not help.

Wiseman's help is mysterious advice—he also gives Kite a Virus Core O that he's managed to find. Then he leaves and promises to be in touch with Kite.

∑ Server is now ready for you to play in, but you soon notice a New Mail icon appear shortly after Wiseman's departure. When you check the mail message, you see that Wiseman is as good as his word:

Author: Wiseman
Subject: No Subject
Thread: I'm Terajima Ryoko

Assuming that the source of the infection is the Cursed Wave, our best course of action is to run a jamming program in the area where the Wave is believed to exist, and stop the spread. We will need Helba's assistance for this.

Head over to Net Slum. I've also found the Keywords that will take you directly to it: Λ Pulsating Death's Core.

With the addition of this Keyword you not only have various secondary quests to complete, but the next step of the main quest as well. It's time to take action.

A BOOST OF CONFIDENCE

With so many new areas unlocked, and so many allies to choose from, it can be very hard to decide where to go first and who to take along. You can divert from the exact path given here, and tackle one side area before another or substitute one character for another. In some cases you need to know what you're doing to tackle a higher-level area out of order, or to take on certain monsters in a Dungeon without the aid of a certain type of character. If you start running into trouble, consider sticking more closely to the walkthrough and using the strategies to your advantage.

Other than the first Goblin Tag area (which is covered in the "Side Quests" chapter), the area with the lowest battle-level on your list is the area that Nuke Usagimaru invited you to. He needs a tough fight to rekindle his enjoyment of the game, and he's hoping that Kite can help him find it. Most of your characters probably aren't up to a really tough Dungeon yet, so this is a good chance to hone your skills a bit more and level your characters.

Nuke Usagimaru is the one who invited you along, so you must include him in your party. The area isn't too dangerous, so you don't need any one character type in the third slot. Still, a Longarm is a fairly light character class that relies on skills and agility, so it's good to balance out the party with a heavy-hitter like Piros. Don't forget to give your friends any items that you've been holding in the Elf's Haven before you head out.

After equipping your friends, make sure you bring an item with a Wood spell in order to deal with familiar foes. For some of the new foes, Earth spells or scrolls are a good idea as well. An item with a Water spell, skill, or a few Water-based scrolls should round out the Elemental items that you need on this trip. Also, bring Antidotes or a piece of equipment with Rip Teyn. Once again equipment with the Rig Saem and Rig Geam spells can help your characters regenerate in between fights. This reduces the need for healing items and abilities, so you can concentrate on handing out damage. With two friends along for the ride these latter two abilities aren't as important as they were before.

∑: ATTRACTING, FATED, EBB AND FLOW

RECOMMENDED PARTY: KITE, NUKE USAGIMARU, PIROS

AREA VITALS

BATTLE LEVEL:	52
ELEMENT:	Fire
GRUNTY FOOD:	Grunt Mints Invisible Egg Golden Egg
ENVIRONMENT:	Scorching
WEATHER:	Cloudy

MONSTERS

FIELD:

Earth Maiden: Earth
Maxwell: Darkness

DUNGEON:

Earth Maiden: Earth
Forest Hsien: Wood
Maxwell: Darkness
Napylon: Wood

ITEMS

AREA:

Fireball Storm
Flame Blast
The Fool
Gaia Hands
Imp's Leg Mail
The Lovers
Mage's Soul
The Moon
Raikoumaru
Resurrect
Stone Greaves
Stone Solleret

MONSTERS:

Dragon Crest
Enja
Firedrake Bone
Jasper Hauberk
Rashou
Tribal Robes
Virus Core G
Virus Core H

GOTT STATUE ITEMS

Ice Tiger Hood
Silver Scarab
Ivory Barette

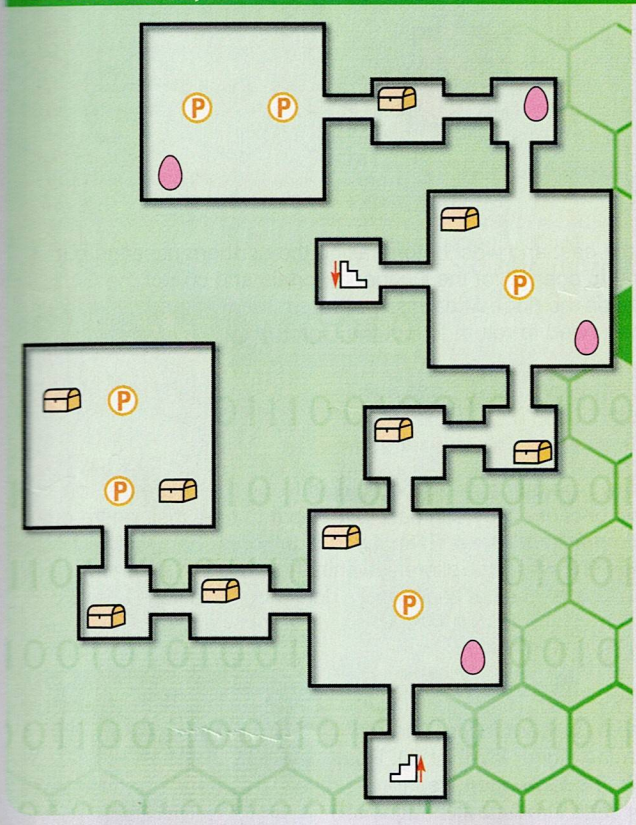
Kite and his party warp to the Field and a patch of Grunt Mints can be found just ahead. The Dungeon Entrance is nearby, but you may wish to ignore it and clear the Field of Portals while you gather Grunt Mints. The monsters found in the Field are similar to the ones in the Dungeon that Kite has tackled alone. With two friends along there's very little danger.

Oddly, this Field only has two monsters instead of the usual three. These are the Earth Maiden and Maxwell, both monsters that you've fought before. The general strategies stay the same, but now you've got friends to help you out along the way. The "Skills" tactic allows your party to use the skills and spells that attack the Earth Maidens from a distance, and to do elemental damage against both of these foes. You shouldn't have much trouble, but keep an eye on your party and use Antidotes or Rip Teyn when needed.

Getting Around

If you decide to open all of the Field Portals here, don't forget about the new Grunty Search abilities. If you've raised a Milky Grunty you can use the Grunty Flute to call it. Use The Triangle Button to have the Grunty take you quickly to the closest Magic Portal. This saves time running from one place to the next. If you want to focus on finding Grunt Mints while you're in an easier area you can use the Noble Grunty to lead you to elusive items.

DUNGEON, B1

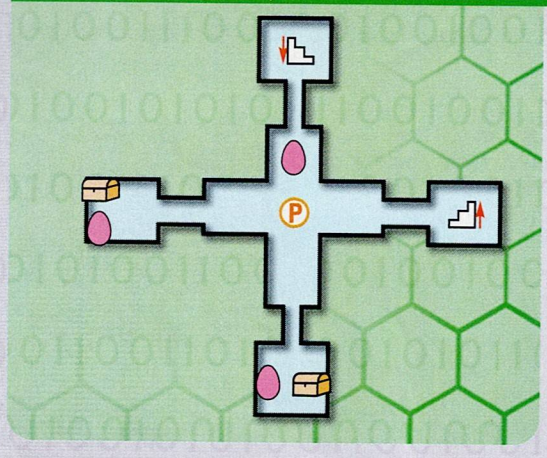


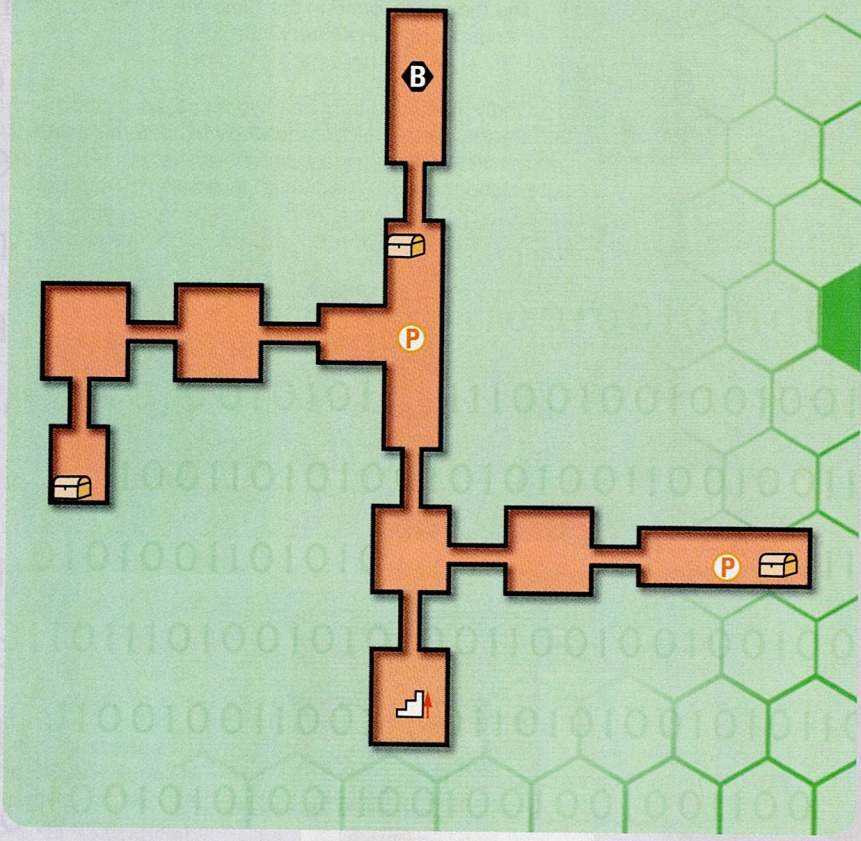
Enter the Dungeon, this time you don't have the usual interruptions or scripted events that until the very end, so just concentrate on defeating enemies and exploring.

This first level brings you up against a new type of monster, the Forest Hsien. These Wood Element creatures are spellcasters, but they're not exceedingly dangerous alone. They can show up in large groups, and this makes them tougher to handle. If you have any Earth spells or scrolls available this is one chance to use them. Otherwise, try to have your whole party use "Skills" as a tactic. One of them should have an ability that fits the bill. If worst comes to worst, tell your friends to attack while you cast spells at the Forest Hsiens to freeze them in place.

This floor has a lot of rooms, but only a few Dungeon Portals, so don't be afraid to explore each corner. You can find a few eggs, a decent amount of chests, and breakable objects in the rooms.

DUNGEON, B2, B3





Dungeon level B2 is very brief, it contains one Dungeon Portal, a few rooms with chests, breakable items, and Grunty Food. Explore it before heading down to B3, where your goal awaits.

On the third floor, investigate side passages to the east and west before taking the northern passage out of the long, narrow, T-shaped room. This allows you to open all of the Dungeon Portals and collect the Gott Statue's treasure before triggering the final battle on the floor. After this, you return to town automatically. If you accidentally take on this battle too soon, you'll need to return to loot the Gott Statue. Save yourself the extra trip by being careful now.

The Portals on this level can pit you against a new type of foe, the Wood-based Napylon. These are tougher foes that take a lot of damage before going down because they can cast Ola Repth to heal their entire group. It's even better to use Earth abilities here than on previous levels. Even if you didn't bring Earth-related items into the area, you probably picked up some Stone Greaves, or Sollerets, within the Dungeon. This gives you at least one spell to use against them. If you don't have Kite's Enja weapon, don't neglect using Data Drain against these enemies at least once or twice!

The final northernmost room in the Dungeon brings you up against a new and more dangerous foe. The Wander Demon is a Fire-based monster that has a high amount of HP along with the higher level OrVak Rom spell. Fortunately, it can fall easily to a Water attack. If you have the Fishskin Twin Blade weapon, its Merrows spell works very well against the enemy. Don't forget to use one of your Data Drain abilities against the creature to gain one of its higher-level items, such as the Rod of Pattern.

After fighting a tougher foe than normal, Nuke Usagimaru has managed to get a bit of insight on the problems that he's been having. Now he feels better about himself, and the game, thanks to Kite's help. The party warps back to town, and the quirky Long Arm leaves the party in the process.

LOST ANGEL

After taking care of an easier Dungeon on the list, the rest of the areas on Σ Server are similar to their listed difficulty. From the looks of her note on the board Terajima Ryoko needs quite a bit of help, so this is a good time to go give her a hand.

The next area is more difficult than the other ones thus far, it requires quite a bit of skill, spell use, and a bit of old-fashioned hack and slash. A Wavemaster is good to have for healing and spellcasting, while a Blademaster is just strong enough to provide some muscle and magical damage. Rachel and Wiseman make for good party choices. It is likely that neither have been overused in the past, so bring them both along for the ride. Just like last time, don't forget to equip them with weapons and armor that you've been holding in the Elf's Haven.

For this trip you want to take along items for magic-oriented skills and physical attacks. A Darkness-based ability is needed because a very strong monster that is Thunder-based is in the next Dungeon. The Bloody Blades allow you to use one Darkness attack against the creature, but a spell that you can cast from afar may be good also. An Earth-based spell, or scrolls are also good equipment options. As a backup, make sure that Wiseman has some equipment that allows him to heal your party. Rig Saem isn't as important this time around with a Wavemaster to heal your group, but Rig Geam can still be quite useful.

Σ: CRACKED, WORST, MILESTONE

RECOMMENDED PARTY: KITE, RACHEL, WISEMAN

AREA VITALS

BATTLE LEVEL:	54
ELEMENT:	Fire
GRUNTY FOOD:	Oh No Melon Bloody Egg Golden Egg
ENVIRONMENT:	Desert
WEATHER:	Cloudy

MONSTERS

FIELD:

Comad Goo: Thunder
Forest Hsien: Wood
Napylon: Wood

DUNGEON:

Comad Goo: Thunder
Deadly Present
Forest Hsien: Wood
Napylon: Wood
Skull Hero: Darkness

ITEMS

AREA:

Eagle Hood
Fireball Storm
Flame Blast
The Fool
The Hanged Man
The Lovers
Mage's Soul
Protect Ring
Resurrect
Rock Dragon
Summon Fire

MONSTERS:

Axe of Mobs
Blazing Spear
Dragon Crest
Earth Beast
Enja
Firedrake Bone
Gaia Hands
Jasper Hauberk
Rock Guard
Stone Greaves
Virus Core G
Virus Core H
Virus Core I

GOTT STATUE ITEMS

Fire Beast
Ivory Barette
Scarlet Plate

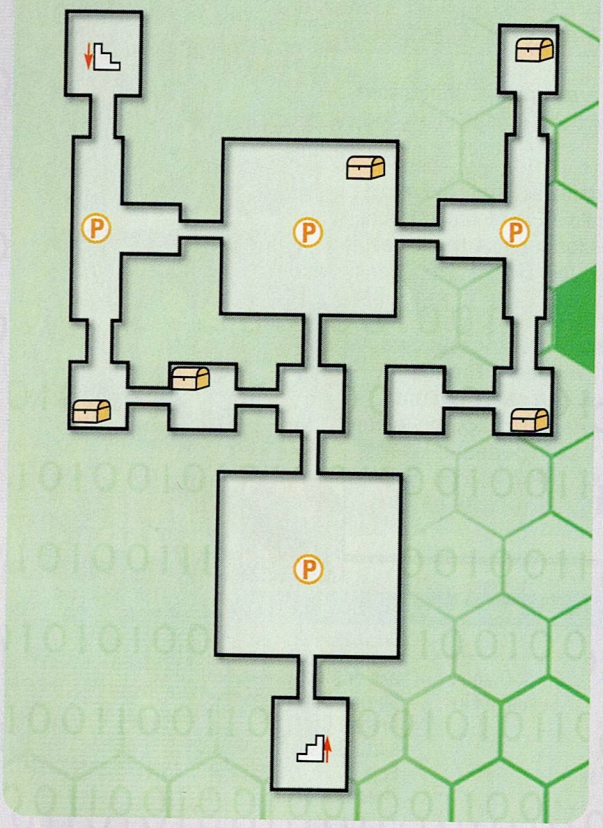
Just a short run to the northeast, after entering the area, Kite and company find a Spring of Mist. These watery areas each contain a Spirit within them. This particular one holds a Grandpa Lv. 4, which can improve weapons that you throw in. This type of spirit can handle higher levels of equipment than the springs from the previous volumes—for instance, if you throw in an extra Raikoumaru that you have from previous Dungeons, you get the Protector type Twin Blade weapon in return, quite an improvement.

The monsters in this area are more difficult, but it's good to fight a few of them to let your party members level up before tackling the Dungeon. Also, a few Symbols are scattered around the Field. Trigger them for their beneficial effects. The Oh No Melons are another benefit of leveling up outside before heading into the Dungeon.

Possibly one of the nastiest of the monsters on the Field is the Comad Goo. This Thunder-based creature shows up alone, but it has a lot of HP and a very strong attack that can wipe out your party members within seconds because it uses its own Ap Corv spell to raise its abilities. Start the fight by commanding your party to use skills, then as soon as your party starts taking damage, switch Wiseman to use "First Aid." Rip Maen comes in handy here as well, because Rachel and Kite are both risking instant death against such a strong foe. Use Darkness abilities to take its HP down. However, the Twin Darkness attack has a temporal drawback that leaves Kite open for counterattack. The Comad Goo also carries the Axe of Mobs as one of its Data Drain items, if you don't yet have one for Piros.

The Forest Hsien and Napylon each make return appearances in the Field, and you can deal with them the same way as before. Just try to take out the Napylons quickly because they can show up in groups. Command your entire group to use the "Skills" tactic, unless they start taking too much damage. If you need to, you can assign Wiseman specifically to the role of the healer.

DUNGEON, B1

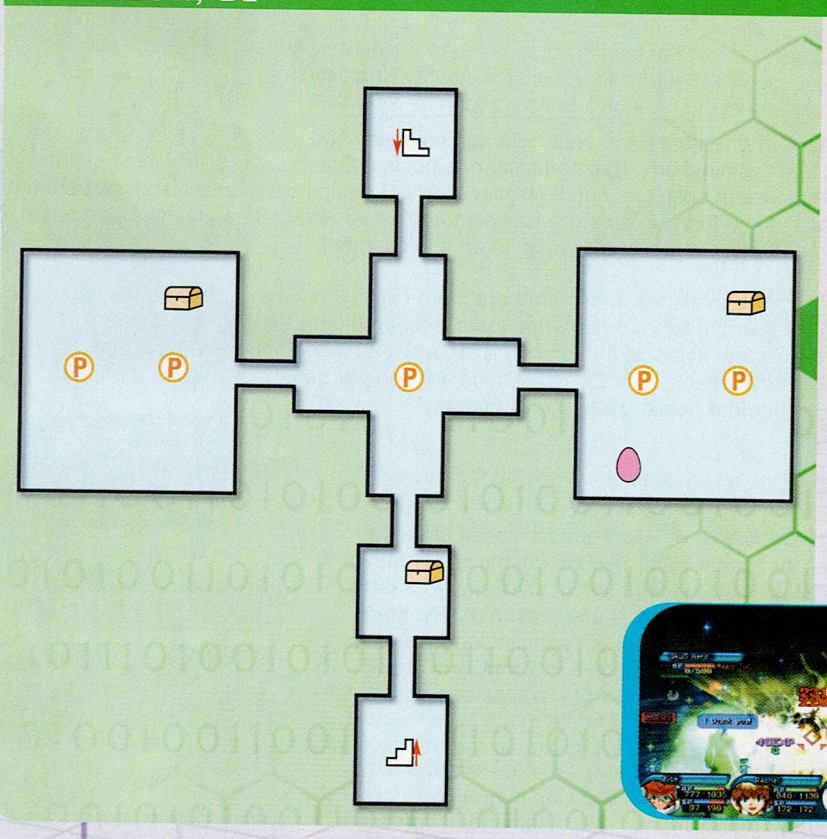


Once you've fought in the Field enough to strengthen your characters, head into the Dungeon. Hybnos is waiting just inside the entryway. He also saw Terajima Ryoko's post on the board and wants to come help, but she is nowhere in sight. There's nothing to do but head deeper into the Dungeon, try to find her, and help her out if she's in a jam.

The familiar Napylons and Forest Hsiens show up in this level. These monsters are joined by a new foe, the Skull Hero. They are trickier to fight because they are resistant to all forms of magic. Whenever they show up, set your party to "Attack," and set Wiseman alone to First Aid. Rachel and Kite can take the Skull Heroes down with physical attacks, and using a Thunder attack skill can take these Darkness-based monsters down even faster.

There are a lot of rooms on this level, but only a limited number of Portals. You can find a lot of breakable items, a few eggs, and chests scattered about. When you've finished exploring each niche, the stairs are found in the northwest corner.

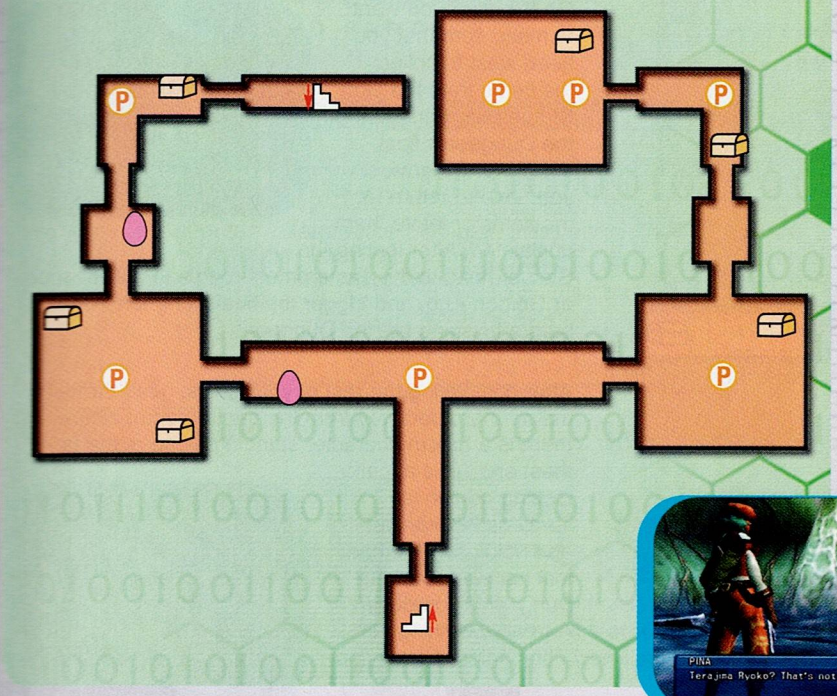
DUNGEON, B2



This level is where things get a bit tougher. The Forest Hsiens and Skull Heroes are joined, at times, by the Deadly Presents. These monsters look like walking treasure chests, and cast confusion spells on your characters. If you don't keep a close eye on everyone's stat bar, you may find your characters taking each other out before the monsters get the chance! These living chests are resistant to physical attacks, and that makes things even trickier. As soon as you see the creatures, set your group to Magic, and set Wiseman or Rachel to First Aid. Stock Rachel up with Restorative potions if necessary. Now, cast your strongest spells against the Deadly Presents—Element does not matter, because these creatures are non-Elemental. Keep an eye on the status line, so your healer doesn't get confused.

The second Dungeon level is the opposite of the first—there aren't a lot of rooms, but the rooms are large. There are more Dungeon Portals than you'd expect with such a small layout, thanks to the two side rooms with two Portals each. Be careful not to get overwhelmed, and heal up between the various rooms.

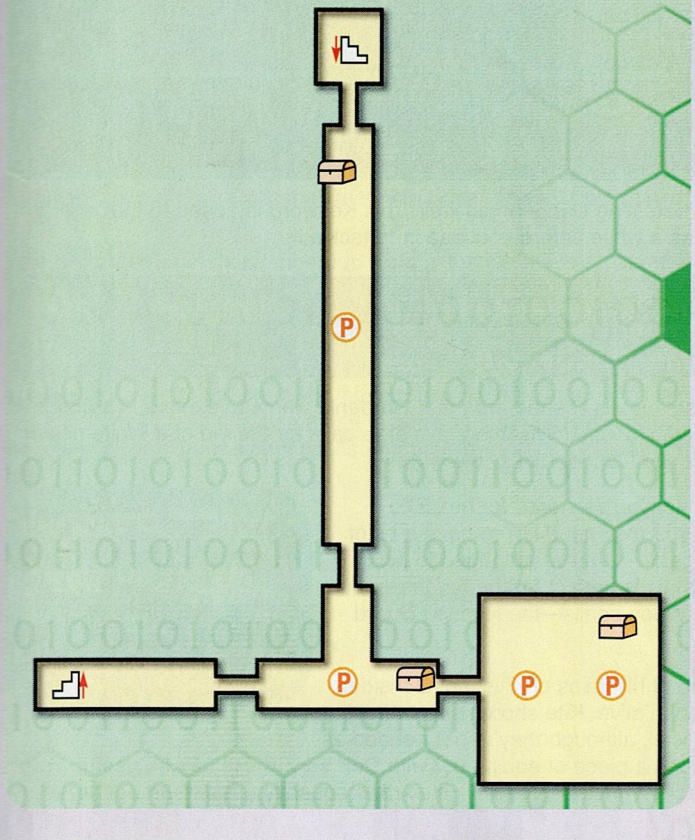
DUNGEON, B3



Comad Goos make a repeat appearance on this level in cramped quarters. Use the same tactics as before, but be careful to keep your healer out of harm's way. Watch out for reappearing Skull Heroes and more dangerous Deadly Presents in your explorations. Another room on this floor has two Dungeon Portals together, so be especially cautious.

As your characters reach the stairs leading down to the fourth floor, they see a female character standing at the top of the steps. This isn't Terajima Ryoko, but instead a character named PINA who was wandering around the same Dungeon. Although this isn't who you are looking for, she does come in handy. She lets you know that she saw another female character heading toward the lower level, which means that Kite had better get down there quickly.

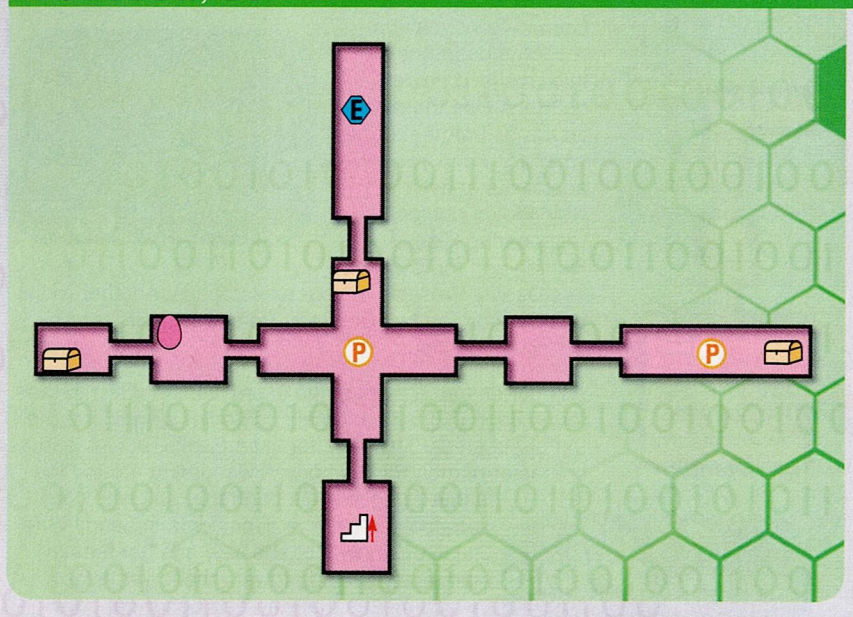
DUNGEON, B4



On the fourth floor your group heads into a T-shaped room with one Dungeon Portal. After clearing out what appears, head straight ahead into the eastern room, and loot the chests along the way. Here you find two Dungeon Portals, so make sure you're ready for a fight. The rest of the Dungeon contains familiar foes from the previous floors, but this doesn't make them less dangerous if you get careless.

After clearing out the room, head back out, then head north. This gives you a straight shot to the final staircase, with one last Dungeon Portal along the way.

DUNGEON, B5



On this floor you want to make sure that you head west to collect the items from the Gott Statue before triggering the Dungeon's final cutscene. Otherwise, you have to return for the items or leave them unclaimed. After looting the Statue, head to the easternmost rooms to collect another Golden Egg, and trigger the final Dungeon Portal before finishing out the Dungeon.

After completing the rest of your goals, head through the northern doorway from the central room, where there is a forlorn character standing alone at the farthest end. This angelic-looking person is Terajima Ryoko, lost and helpless. She has lost her way in the Dungeon's corridors and wound up in B5. Like a knight in shining armor Kite volunteers to escort her to the surface, winning himself a new friend in the process. It pays to be nice to people! The group and their new companion quickly find themselves back in Fort Ouph, no worse for wear.

Shortly after rescuing this strange girl from the depths of the Dungeon you receive the following email:

Author: Terajima Ryoko
Subject: Have a favor

A while ago, I heard that there is a very rare item at Σ Generous Bemused Virgin.
But I feel I'd get lost if I go alone... If you don't mind, may I ask you to guide me to the location?

Not only have you found a new friend, but you've found a new lead to an interesting Dungeon as well. This Keyword is added to the list that needs to be explored. The Battle Level here is fairly high, so you should wait a while before you leap in to tackle it.

THE BRIEF BLOSSOM

You now have a choice of areas to tackle that are around the same level, so it looks like the area that Gardenia wants to explore is a good one to take on next. You must invite Gardenia along to play, and while you've just used Wiseman, this area calls for the aid of a Wavemaster. Elk and Mistral are both offline, so your best bet is still Wiseman for the second Dungeon in a row.

Your spellcaster should be well stocked, so give Gardenia any equipment that you've stored for her. She should wear any headwear that contains powerful healing spells, because you may need her to have a bit of healing power this time around. Wiseman should also have powerful headgear—if you've managed to pick up an Owl Crest (Cyan and Jutah for example can both trade them to you) this is perfect for the tough Dungeon to come. Try to equip him with something that allows him to cast Wood spells—the Hunting Guard is a good piece of equipment for this job.

Have some Darkness equipment or scrolls available for Kite, or at least one of his allies on this trip. Consider equipping Kite with armor that protects him against Earth and Fire to keep him alive. Kite should also bring along something with a Wood spell. Water and Fire can come in handy as well, although they're not needed as badly. If you can spare a few copies of the scroll Knight's Bane, or bring along a piece of equipment with Dek Vorv, these can be useful. You should also bring along some sort of SP recovery items and some Resurrects. Various characters may die frequently (or just run out of SP from using too many skills).

Σ: Dolorous, Promised, Clavicle

RECOMMENDED PARTY: KITE, GARDENIA, WISEMAN

Area Vitals

Battle Level:	55
Element:	Thunder
Grunty Food:	Mandragora Immature Egg Golden Egg
Environment:	Grassland
Weather:	Night

Monsters

Field:

Comad Goo: Thunder
Gaia Turtle: Earth
Sled Dog King: Fire

Dungeon:

Comad Goo: Thunder
Holy Night: Wood
Hydrosaurus: Water
Sled Dog King: Fire

Items

Area:	Monsters:
Corona Blade	Axe of Mobs
The Hanged Man	Eagle Hood
Ion Strike	Earth Beast
Linen Cuirass	Forest Sword
Mage's Soul	Imp's Leg Mail
Raging Plasma	Jasper Hauberk
Raikoumaru	Tenkafuubu
Resurrect	Treebeam Spear
Summon Thunder	Virus Core H
	Virus Core I
	Water Beast

Gott Statue Items

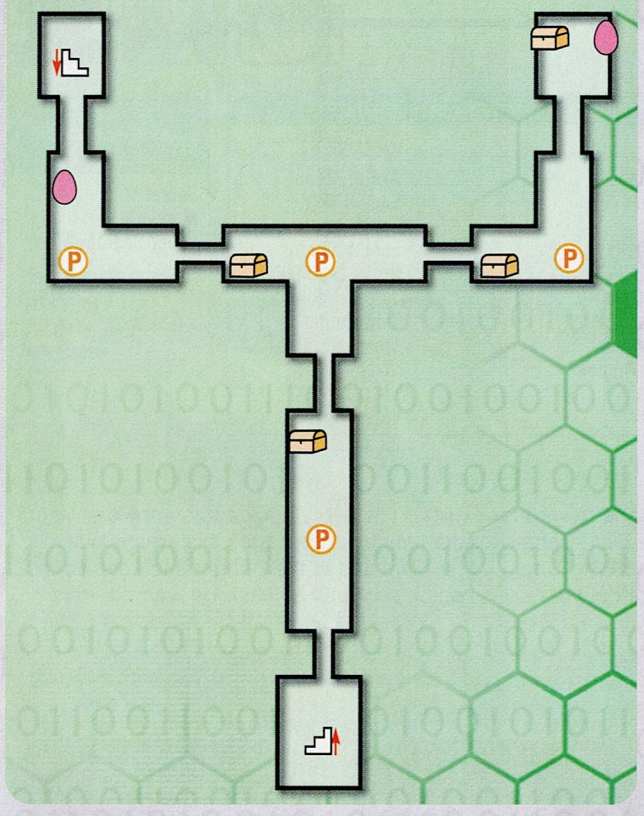
Secret:
Might!
Silver Scarab (X2)

This Field is low on Grunty Food, which makes the reward for exploring its every nook and cranny uninviting. You may wish to consider skipping many of the Field Portals for the time being because this area is quite dangerous. To keep everyone under the effects of Rig Geam in the Field and in the Dungeon to keep your party alive. There is a Spring of Myst to the south of your arrival point, so visit it at least. Be warned—this Spring lowers the level of weapons thrown into it!

The Comad Goo shows up again in this Field, just as dangerous as ever. Use the same sort of tactics to take them down. Things get even trickier with the appearance of the Sled Dog King—these monsters show up in groups and cast extremely strong Fire spells over an area to take out your party. To prevent this, command your group to use skills, then order Wiseman to take on the First Aid duties again. Keep him out of the area of the enemies' spells and to allow him to heal up your allies—or revive them. If you've given Gardenia a Frost Hauberk, and have something similar for Kite, the fights may be a bit easier. Also, stay out of the center of their group. Keep in mind that these foes have the chance to give you the Treebeam Spear when Data Drained. This is a great gift for Gardenia.

The third monster in this dangerous Field is the Gaia Turtle. Like the Comad Goo this creature shows up alone. It has a large amount of HP, and it's resistant to physical attacks. Take this monster down as quickly as possible by setting your party to "Magic," and set Gardenia to First Aid. This allows Kite and Wiseman to stand back and pummel the monster with Wood spells. Keep everyone spread apart, because the Gaia Turtle casts Earth spells that can cover a decent-sized area. It's best to have only one character attacked by these spells at a time. Of course, if you have a few copies of the scroll Knight's Bane at hand, or the Dek Vorv spell, you may be able to use these in order to strip away the Gaia Turtle's protection. The fight becomes a lot easier if you can use both spells and physical attacks to take it out.

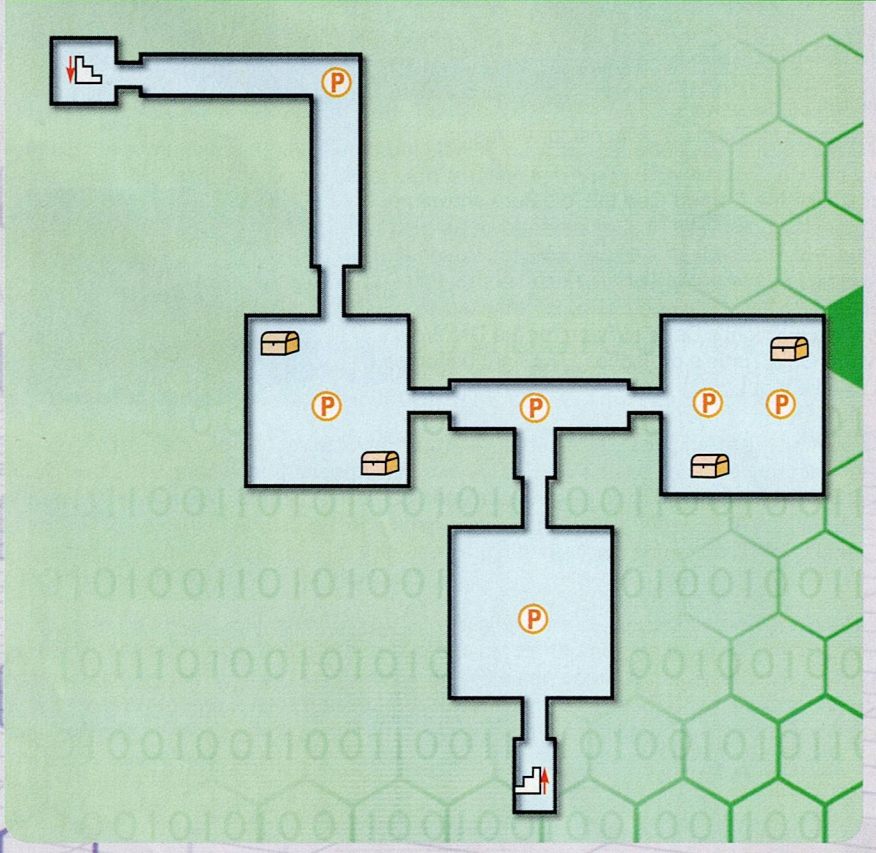
DUNGEON, B1



As the party heads into the Dungeon, Gardenia apparently gets into a rare talkative mood and brings up subjects that sound a bit ominous. Kite's obviously worried, but for now there's not much to do but head into the Dungeon and try to keep the other party member's lives from being all too brief in the process.

Keeping the characters alive down here is a bit tricky, because the Comad Goo and Sled Dog Kings reappear on this level. The room down here to maneuver and avoid their attacks is limited. It may be tempting to ignore the eastern side of the Dungeon and head down to the lower levels without triggering all of the fights, but keep in mind that the small room at the end of the right fork on this floor contains three eggs to collect for raising Grunties. Along this wing, there are also a large number of crates that can be broken and two treasure chests to collect as well.

DUNGEON, B1

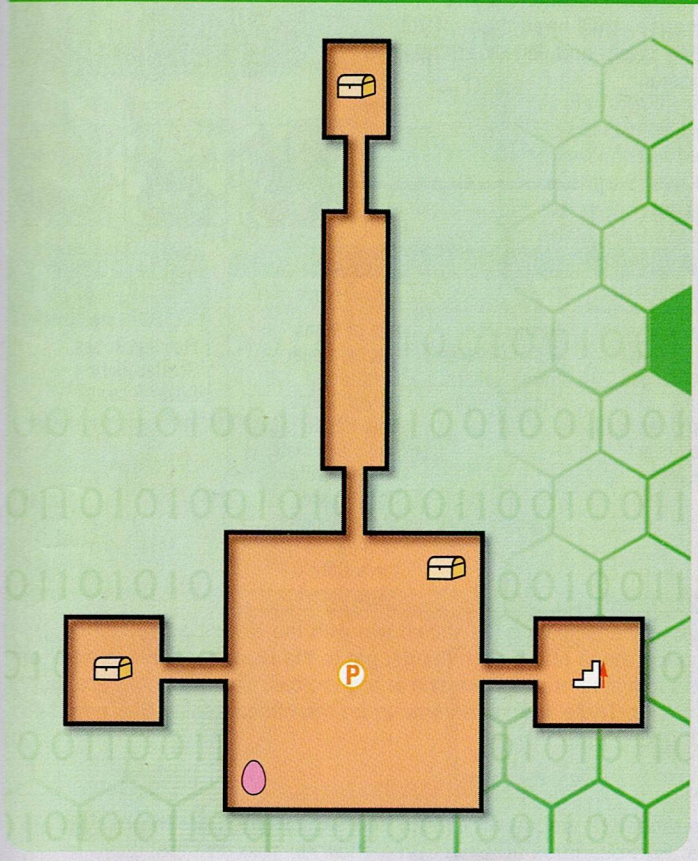


At the entrance to the second floor of the Dungeon, Gardenia continues her conversation from earlier, and it continues to grow more disturbing in tone. She only says a few words and then stops for a moment, leaving a more worried and puzzled Kite to lead the group onward.

The Portals in the second level of the Dungeon begin to discharge the Hydrosaurus, a large, dragon-like, Water element monster. The creature projects water, damaging characters in a line in front of it. The best tactic is to set everyone to use Skills, and hold Kite back. Gardenia should rush the monster, keep it in one spot, while Wiseman and Kite cast Fire spells. As Gardenia takes damage, have Kite cast healing spells on her or use items. Use this technique and keep your party relatively safe to take the foe down quickly.

If the Hydrosaurus appeared alone on this floor it would be easier to clear this level. However, the Comad Goo appears on floor two as well as a new monster, the Holy Night. While the Comad Goo and Hydrosaurus each show up alone, the Holy Night can appear in groups. This large Wood creature is resistant to magic, so you need to use physical attacks against it. Set your group to "Attack," then set Wiseman to First Aid because his physical attacks are not helpful. Try not to get hemmed in by a group of foes, because they can hit hard all together.

DUNGEON, B3



Gardenia has nothing to say as you enter the level. Instead she leaves the group to move through the first doorway and trigger the level's only Dungeon Portal. Be careful—the Field's Gaia Turtle can show up here, but the room is large enough to allow your group to maneuver.

After taking care of the Portal, gather the items from the room you are in, then head into the small room to the west and gather items from there. After exploring the rest of this small level, head north to the Gott Statue, and loot its plunder.

As the statue plummets into the depths, Gardenia speaks once more, this time to say goodbye. After her brief conversation, Kite assumes something sinister and panics, but Gardenia realizes that there has been a misunderstanding and explains herself before warping out. Although things are better than Kite had assumed, he is still confused over the reason why the party came to this Dungeon. This Dungeon doesn't even share in the usual plant-based naming scheme that Gardenia usually chooses. Kite and the other party member return to the Root Town and leave the Dungeon behind.

THE EYES HAVE IT

With your list of new Keywords slowly dwindling, the next in line is the area that Marlo wishes to explore. Despite his gruff nature he's still worthy of Kite's assistance. Call him up and invite a third character to round out the party. The area is tough and may call for a Wavemaster, but your only option in that class has already been on your last two trips. Consider taking along a character like Moonstone instead—the other Twin Blade still has the capability of casting various spells and healing with the proper equipment—can shell out some physical damage as well.

If you choose this route, pay special attention to Moonstone's equipment as well as Kite's. Make certain that he has a good piece of headwear, one with a stronger healing spell and preferably Rip Maen to compliment it. He also needs some spells; a strong Wood spell is the most important. If you have a Nataku or Tenkafuubu sword available for Marlo (the latter being available from Data Drain in the previous area), they will come in handy against the last monster of the Dungeon. Give both Moonstone and Marlo plenty of items (Restoratives, Healing Potions - or even better Recovery Drinks - and Resurrects).

For Kite, choose a powerful Wood spell and a Fire spell to round out the group. If you have room in your inventory, something with a Water trait is welcome. Kite should also take along scrolls (such as The Hanged Man) to handle the Gaia Turtles without a Wavemaster, but take plenty, because you'll need them. If you have extra Knight's Bane scrolls, those can be useful instead. Finally, the Rig Saem and Rig Geam abilities are especially useful in this Dungeon if you choose to go without a Wavemaster.

Σ: SPUN, BLOODY, TRAGEDY

RECOMMENDED PARTY: KITE, MARLO, MOONSTONE

AREA VITALS

BATTLE LEVEL:	55
ELEMENT:	Earth
GRUNTY FOOD:	Root Vegetable Immature Egg Golden Egg
ENVIRONMENT:	Plains
WEATHER:	Sunny

MONSTERS

FIELD:

Gaia Turtle: Earth
Hydrosaurus: Water
Skull Hero: Darkness

DUNGEON:

Comad Goo: Thunder
Deadly Present
Gaia Turtle: Earth

ITEMS

AREA:

The Fool
Gaia's Spell
The Hanged Man
Imp's Leg Mail
The Lovers
The Moon
Resurrect
Stone Greaves
Stone Solleret
Stone Storm

MONSTERS:

Axe of Mobs
Blazing Spear
Earth Beast
Forest Sword
Gaia Hands
Imp's Leg Mail
Jasper Hauberk
Rock Guard
Stone Greaves
Thunder Torque
Virus Core G
Virus Core I

GOTT STATUE ITEMS

Flowing Robes
Scarlet Plate
Silver Scarab

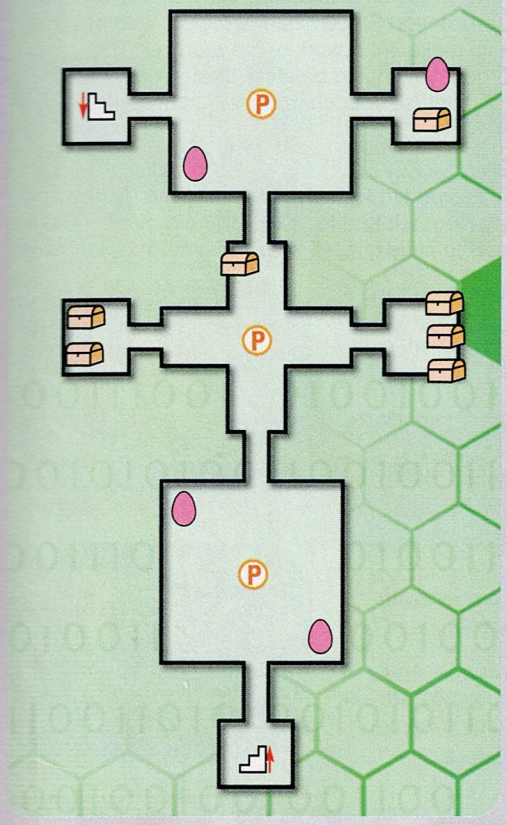
As your party enters the area Marlo is obviously anticipating his showdown with the Necrotic Eye, although Kite doesn't yet know why. Before worrying too much about such things, get to the Dungeon. This is another Field where avoiding undue exploration and focusing on the Dungeon is a good call. The creatures are tough and annoying, especially without a Wavemaster. Try to keep everyone under the effects of Rig Saem and Rig Geam—this periodic healing helps out in the long run.

One good point about this Field is that the monsters are known to you. The Skull Heroes are the easiest, although they show up in groups, while the Hydrosaurus and Gaia Turtle show up solo. Without a Wavemaster, you must alter your strategies for some of these monsters. The Hydrosaurus fights should still be mostly the same, although with two of your companions taking the front lines against the foe you need to pay closer attention and heal them when needed. The Skull Heroes warrant setting your entire group to "First Aid." They will then heal the group as needed and attack the monsters physically otherwise, which is just what you need to do against these foes.

The combat with the Gaia Turtle can be the trickiest and longest fight without a Wavemaster, requiring you to set your whole group to "Magic" and try to keep everyone healed. In between scrolls, freeze the monster in place and take it down as painlessly as possible. Don't be afraid to set your entire group to "First Aid" periodically if Kite can't keep up with the healing alone. Try to keep Kite standing away from the other two and keep him out of harm's way. It's not foolproof, but it helps. Of course, all of this can be avoided if you manage to strip away the Gaia Turtle's physical protection with a well-placed Dek Vorv or Knight's Bane scroll.

Even with the dangers of the Field, you may wish to explore and open many, most, or even all of the Field Portals. Collect the Root Vegetables scattered about, and trigger the Symbols that you happen across. This can help you gain experience and strength to tackle the Dungeon, but just be careful not to use up all of your supplies before even entering the Dungeon, and don't be afraid to stop in place for a while to allow your party to heal.

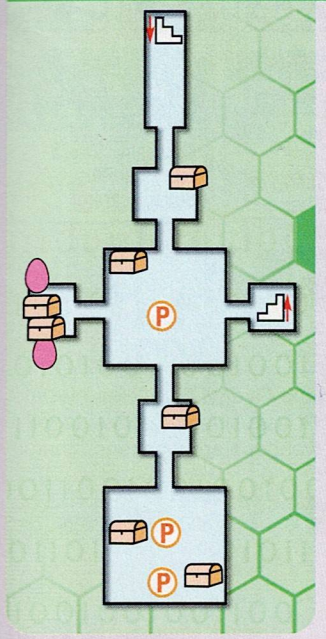
DUNGEON, B1

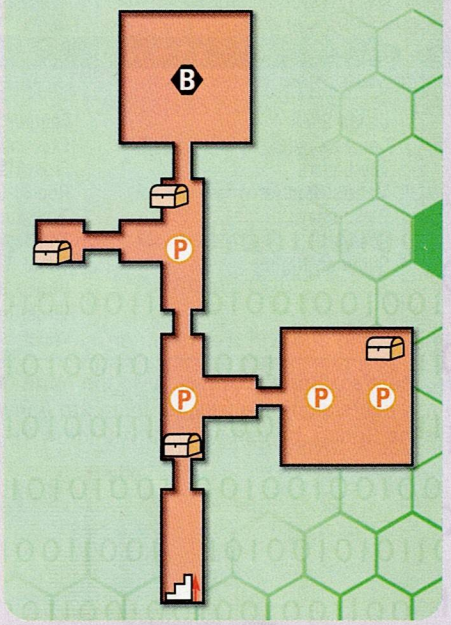


The first danger in the Dungeon is the addition of the Deadly Present to the already strong list of monsters. You've already faced the foe, but you need to alter your technique slightly. Set your entire group to use Magic or Skills, then place the burden of removing confusion onto Kite's shoulders. Unless you have a piece of headgear with Rip Synk, expect to go through a lot of Restoratives. Don't let your entire party start killing each other off, and try to cast Kite's powerful spells against the walking chests in between healing. Switch another character to First Aid if it makes things easier, but watch that they don't run out of Restoratives, or come under the effects of confusion themselves.

Aside from the Deadly Presents, the Gaia Turtle moves down into the Dungeon as well to make things even deadlier. Don't let the confined spaces hinder you too much and take the creature down in the same way you did on the surface. At least this first level of the Dungeon holds a variety of breakable objects and treasure chests as well as three **Golden Eggs** and an **Immature Egg** to help make your fights down here worthwhile.

DUNGEON, B2, B3





Down on these floors, you will likely deal with the Deadly Presents once more and fight off the Comad Goo that first appears on the second level. Be especially careful in the rooms on each floor with two Dungeon Portals in case you get overwhelmed by nasty foes. Once again, there's at least some loot to help ease the pain of battle.

After defeating the enemies and exploring the second floor, head down to B3 and the final sections of the Dungeon. On this third level, be sure to visit the side rooms before heading all the way north—the first room to the west is especially important, as it holds the Gott Statue and its prizes. As with the previous Dungeons, you won't have a chance to just go back and retrieve these items after visiting the northern room, but will be forced to return to the Dungeon to claim them if you don't pick them up the first time.

Once you've looted everything from the rest of the floor, head into the northernmost room where the Necrotic Eye waits for lost explorers to stumble across it. This monster is another that can be dangerous but is not at the level of a Boss Battle, so don't worry too greatly—in fact, you may have more problems with the Gaia Turtles and other assorted foes in the Dungeon than with this final enemy. Marlo immediately recognizes the creature, and the battle begins.

This Fire-element monster is resistant to magic, but with three fighters going toe-to-toe against it, this isn't much of a problem. Set your group to "Skills," allowing everyone to use special attack skills against the monster to take its HP down quickly. If Marlo has the Nataku, or Tenkafuubu Blademaster weapon, it comes in extremely handy now, since the water attack skills on them help make short work of the monster. The Necrotic Eye heals itself using Ol Repth, but the damage you deal out should be more than enough to surpass its healing. The main danger is that the Necrotic Eye may confuse your characters, but the quick use of a Restorative keeps Kite and his allies on top of this situation.

After you've dealt with the monster, Marlo finally explains why he wanted to find and destroy that particular foe so badly. Marlo is typically pessimistic about the whole situation, but Kite feels that there may be more to the story. After the conversation between old and new friends, Kite finds himself back in Fort Ouph with Marlo gone from the party.

QUESTIONS AND ANSWERS

With the other increasingly difficult Dungeons out of the way, the next is Sanjuro's request for help in claiming a new katana. This Dungeon is similar to the last, since it's wise to take either a Wavemaster along for healing or another "lighter" character to assist. You've given one fellow Twin Blade a chance to act, now invite Natsume along for the ride so that she doesn't begin to feel neglected.

The trip to the Elf's Haven for item management should be quite familiar by now. Items with Thunder and Earth abilities are useful all around, and having one or two Water spells or skills in the party couldn't hurt. Try to equip someone—probably Natsume—with a stronger group healing spell and Rip Maen. Stock everyone up with healing items for HP and SP and plenty of Resurrects, just in case.

Σ: SOARING SKY, MADNESS, COMPASS

RECOMMENDED PARTY: KITE, SANJURO, NATSUME

AREA VITALS

BATTLE LEVEL:	56
ELEMENT:	Darkness
GRUNTY FOOD:	La Pumpkin
ENVIRONMENT:	Leaf Mold
WEATHER:	Rainy

MONSTERS

FIELD:

Dark Stalker: Darkness
Holy Night: Wood
Sled Dog King: Fire

DUNGEON:

Grangon: Earth
Holy Night: Wood

ITEMS

AREA:

Chaos Spell
Corona Blade
The Lovers
Mage's Soul
Raikoumaru
Resurrect
Summon Night

MONSTERS:

Eagle Hood
Executer
Frost Hauberk
Rod of Gales
Tenkafuubu
Treebeam Spear
Tribal Robe
Virus Core H
Virus Core I
Water Beast

GOTT STATUE ITEMS

Tonosama Sword
Ivory Barette
Silver Scarab

As your group enters the new area, there's a Spring of Myst far to the north on the Overall Map. Head for the Spring, but be ready for at least a few fights along the way, as there are a few Portals clustered close together around the water. Upon reaching the Spring, be careful what you throw in—weapons are weakened thanks to this Spirit.

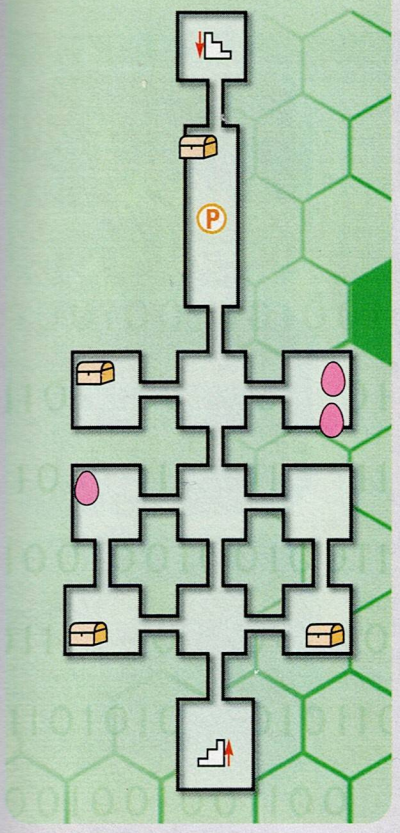
As you explore the Field, use Rig Saem and Rig Geam on your party members while you explore—it makes the task of recovery a little less onerous. Be wary of Portals on this Field that discharge more than one type of monster; some even release one of each of the three creature types that show up here. When this happens, it's harder to just use one set tactic against the foes, as each has different elements and attributes.

Two of the monsters on this area's surface are ones you'll recognize. The Holy Night and Sled Dog King show up again and can be taken out quickly in straightforward battle. Be especially careful about healing though without the added support of a Wavemaster—use Kite in between attacks, or set Natsume to heal if she has the proper equipment.

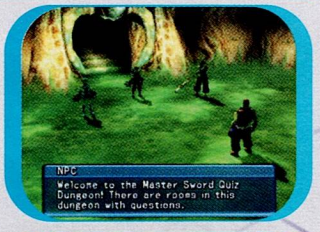
The third monster that you find complicates things. While the Holy Night is resistant to magic, the Dark Stalker is resistant to physical attacks. Unless you have some quick and powerful Thunder attacks, you are better off casting Dek Vorv to temporarily remove their physical resistance and following up with physical attacks. These enemies hit as hard as the other two foes, plus they have Darkness spells to cast against your group. Watch your party's HP, especially since it may take more than one try to successfully cast the Dek Vorv spell. Raikoumaru (it may be found in the chests in this area) is perfect at this point; Kite can cast Dek Vorv and then use a powerful Thunder skill against the Dark Stalkers to take them down—often in one attack.

While the foes on this Field may seem difficult without the help of a Wavemaster, after fighting them for a while you should get the hang of things and have an easier job of it. There are also not very many Portals within the Dungeon itself; go ahead and completely explore this Field before heading down. Gather the La Pumpkins and trigger the few Symbols around the area.

DUNGEON, B1



Once through the doorway, you're greeted by an NPC explaining the rules of this odd Dungeon. Various rooms within the Dungeon contain other NPCs who ask questions. There are three possible answers for each question, each relating to one of the exits to the room. If you choose the correct exit/answer, you move on to the next room. If the exit/answer is wrong, you warp instantly back to the first room. The Tonosama Sword is your prize at the end of this Dungeon.



After listening to the instructions head north into the first room. This room itself doesn't have an NPC, but instead has exits that you can take to the east, west, and north. Explore the two side rooms first to claim the items; trying to head north from either of these rooms warps you back to the room just north of the original NPC. Heading north from the central room takes you to the first section of the quiz. The questions (in the form of sentences that you must complete) and correct answers are as follows:

Q: A BLANK earned is a BLANK saved.

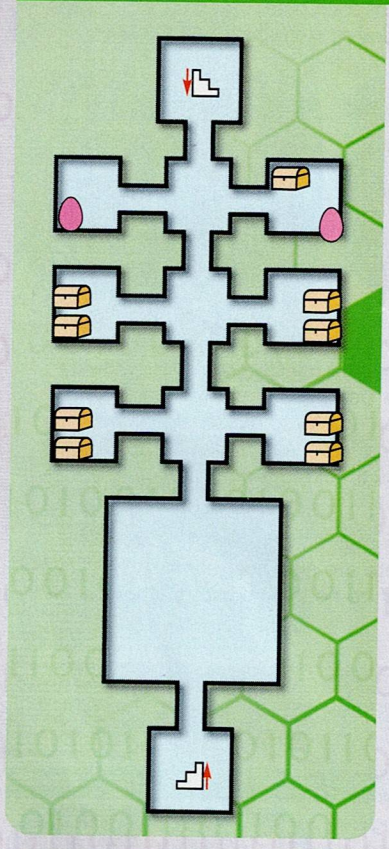
A: Penny (east)

Q: Patience is a BLANK.

A: Virtue (north)

The next room has one of the very few Dungeon Portals and a single treasure chest. Choose your tactics and get through the fight quickly. Move onto the next level of questions.

DUNGEON, B2



Your group leaves the stairway to this level into a large room holding only two skeletons to break. After claiming any items, head north through the doorway and begin the next chain:

Q: BLANK in need is a BLANK indeed.

A: Friend (west)

Q: Two heads are better than BLANK.

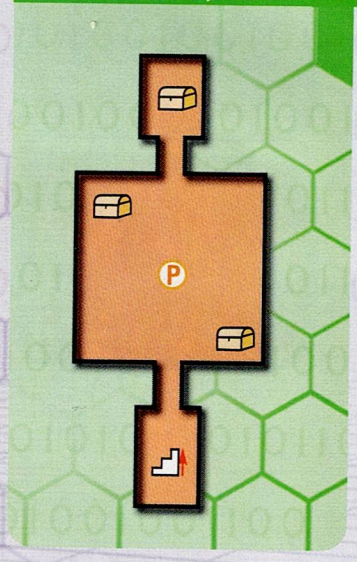
A: One (west)

Q: One man's junk is another man's BLANK.

A: Treasure (north)

This time the doorway leads to a room containing a descending stairwell without the need for a fight. Continue on to the third floor in order to finish the Dungeon and claim your prize.

DUNGEON, B2



As you enter the third floor, another fight breaks out. Beware the Grangon—this is a tough Earth monster that can breathe strong spells much like the Hydrosaurus. Utilize the same strategy for the Grangon—hold Kite back for healing and Wood spells—that you used for the Hydrosaurus. Keep in mind that if you use 2128 Drain against this foe there's a good chance of obtaining the Executer, a high-level Heavy Blade weapon for Sanjuro or BlackRose.

When you've finished with this last Dungeon Portal, claim the items from the corners of the room, and then head north. The Gott Statue and its prizes are there. The **Tonosama Sword** is added to your Key Items, while the other two pieces go into your normal inventory as usual.

As soon as you loot the Tonosama Sword, Sanjuro can barely contain his excitement. Luckily, Kite is a generous person and immediately hands the katana over. Sanjuro knows how to share the wealth as well, and in return for your aid in finding the treasured sword he gives Kite the book **Secret: Reason**. He then leaves the party, and Kite and Natsume return to town.

CORRUPTION AND REDEMPTION

With the other quests now under your belt, it's time to tackle the final unexplored area on your Σ Server Word List. This is the area that Terajima Ryoko wishes you to visit, one where she claims to have heard of an interesting item. Although the angelic Heavy Axeman started out at level one, by the time you've completed a few areas after your introduction she should be a bit higher, and a little more prepared to charge into battle at Kite's side.

WARNING!

This Dungeon is higher in level than those you've explored thus far. Not only are the monsters tough, but you must regularly use Data Drain as well. Since this skill tends to raise Kite's infection rating more when the monsters that he's fighting are higher level than he is, this is one of the Dungeons that should be taken a bit later in the order. If you'd like to do this, just skip ahead to the next section of the Walkthrough.

Because Ryoko still isn't going to be at the level of the rest of the group, and because this is an even higher battle-level area than the ones you've faced before, this is a good time to bring Wiseman back into the fray. His Wavemaster skills are necessary in this dangerous area. Equip him with a high-level healing spell if you haven't done so already, as well as Rip Maen, at least until Ryoko raises her level quite a bit more.

As far as other equipment and items go, if Kite has a strong weapon with a Wood-based skill on it (like the Fishskin and its Gale of Swords ability), bring it along. Equip Wiseman and Kite with an item that allows the casting of Wood spells, such as the Hunting Guard. Bring along a weapon with Thunder attack skills, and consider giving at least one other character the ability to use Thunder attack skills or spells. Giving the Vortex Axe to Ryoko is a good option. Prepare your whole party with an ample supply of Antidotes, Resurrects, and strong HP healing items. Give Terajima Ryoko an item that allows moderate healing abilities as well. With at least a small supply of SP healing items, you should be prepared to tackle the next area.

Σ: Generous, Bemused, Virgin

RECOMMENDED PARTY: KITE, TERAJIMA RYOKO, WISEMAN

AREA VITALS

BATTLE LEVEL:	62
ELEMENT:	Water
GRUNTY FOOD:	Cordyceps Bear Cat Egg Golden Egg
ENVIRONMENT:	Snowy Field
WEATHER:	Snowing

MONSTERS

FIELD:

House Golem (Data Bug): Earth
Spin Figure: Thunder
Undead Voodoo: Darkness

DUNGEON:

House Golem (Data Bug): Earth
Ironball Mania (Data Bug): Earth
Undead Voodoo: Darkness

ITEMS

AREA:

Absolute Zero
Artisan's Soul
Cygnus
The Fool
Gaia Hands
Hammer Gloves
Ice Strike
The Lovers
The Moon
Resurrect
Stone Greaves
Stone Solleret
Summon Water

MONSTERS:

Alien Axe
Ankokushiki
Erling's Spear
Exhaustion
Fairy Axe
Fire Beast
Gloves of Dark
Laevateinn
Lava Greaves
Ocean Gloves
Quake Axe
Sorrow
Virus Core F
Virus Core H
Virus Core I
Water Beast
Yesetu & Fuyou

GOTT STATUE ITEMS

Golden Grunty
Silver Scarab (X 2)

Once you enter this area be very careful. One of the monsters on the Field is the corrupted version of the House Golem monster—the normal version only appears after you Data Drain the first. The problem is that you *must* Data Drain the corrupted Golem—it has infinite HP otherwise. This compounds your problems with fighting tough monsters and forces you to watch Kite's Infection level as well. Using his Drain abilities too much in normal fights is dangerous unless you run into a situation where you need to use it. You will need to use it more often as you explore farther in the Dungeon.

The corrupted version of the House Golem resists magic. Set everyone to Attack, or Skills, and set Wiseman to healing. Use a Wood attack skill (Gale of Swords) to fight the House Golem—only three or four attacks of this type, with Terajima Ryoko assisting with her own attacks, should be sufficient to bring the monster to Protect Break. Just be careful—the foe can use "Death," automatically bringing your characters into the "red zone" of HP with one lucky strike. Even without this ability it hits hard physically, and it can also cast area-effect Earth spells. Keep the Golem's attention away from Ryoko and don't stick close to her, or just rely on Wiseman to heal and revive your characters.

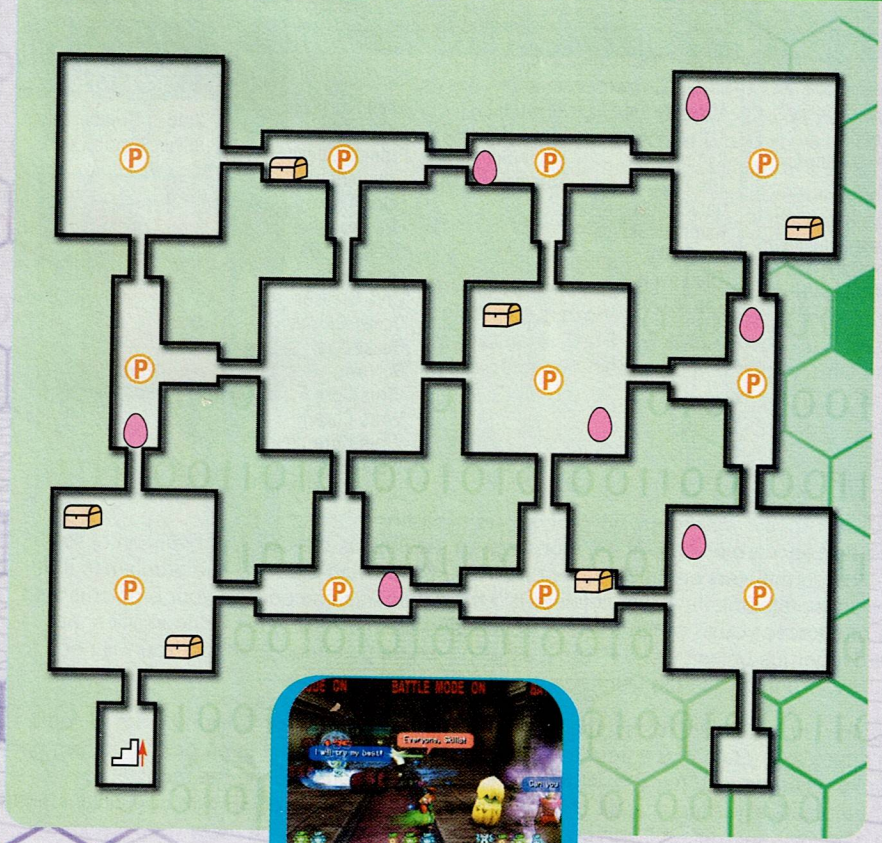
After you've used Data Drain against the Data Bug version of the House Golem, the normal version appears. This version is the opposite of its corrupted version in that it resists physical attacks instead of magical. Switch your party to "Magic," and put Ryoko on healing or have Kite handle it himself. Or, use whatever Wood magic Kite has to help take the Golem down quickly. Luckily this version doesn't hit quite as hard as its "big brother," although it can still cast weaker Earth spells. It can heal itself, so unless you overwhelm it with constant spell damage, you may be in for a longer fight than you'd like.

The Undead Voodoo is another monster on the Field. If you're lucky and only get one or two of the foes appearing from a Portal, the fight should be fairly easy. The monsters lose HP quickly to Thunder attacks, and die quickly when you use them. There are two problems to keep in mind. The monsters hits very hard and uses the "Death" ability, so while you should set your whole party to "Skills" at first in an attempt to overwhelm them quickly, keep a close eye on your group's HP and set Wiseman to First Aid if necessary. The enemies can also cast paralysis spells at your party members; if they manage to paralyze everyone at once it's probably all over. They hit too hard to allow your characters to all recover before dying. As soon as a group member is paralyzed use an Antidote, or if Kite is frozen immediately set your group to First Aid until the danger is past. Watch your status bar closely!

The final foe on this Field is the Spin Figure. This Thunder monster is a slightly stronger, nastier version of the Comad Goo. If you've managed to gain an Alien Axe from this area, make sure that Terajima Ryoko is using it. Use any other Darkness abilities that you have. Be careful about using long, complex attack skills, as this freezes you in place and makes you a perfect target for the Spin Figure's very strong physical attacks. Have your party use skills, and set Wiseman to First Aid as soon as he casts the first one or two spells against the foe.

Focus on your battles, but don't ignore the abundant Cordyceps scattered throughout the Field; there's a cluster just north of the Dungeon's entrance. You may consider skipping many of the battles and heading straight for the Dungeon—the monsters within are mostly the same as those in the Field, so getting the extra experience on the Field isn't as necessary. If you do decide to open all of the Portals, be especially careful of those that are close together and may be triggered simultaneously, possibly landing you in the middle of more trouble than you can handle.

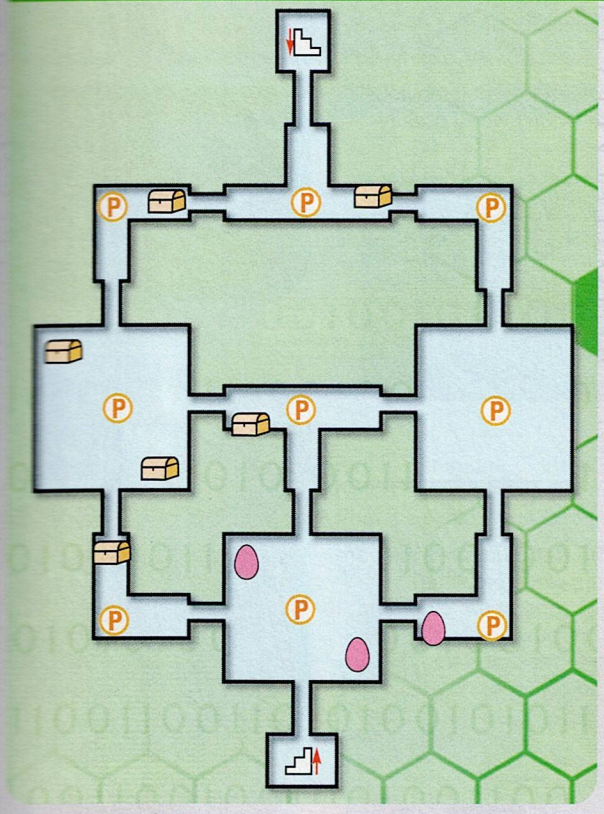
DUNGEON, B1



Entering the Dungeon does not end your danger in any way. The first floor is filled with Portals that can release the Corrupted House Golem and the Undead Voodoo as you enter the many rooms. These tough foes aren't any easier; if anything they're a bit tougher because you have to keep a closer eye on Wiseman in these cramped quarters. He doesn't have as much of a chance to stand far back and cast his spells without monsters breathing down his neck.

The decision to explore all of the Dungeon's rooms is a bit difficult—a lot of experience can be gained, as well as various Grunty foods and other helpful items. On the other hand, you risk raising Kite's infection to dangerous levels (especially farther down), which in turn carries a very bad side-effect that could potentially end the game. Even without this danger, the foes that you fight throughout the Dungeon are difficult and could potentially wipe out your party if you're not careful. If your group is strong enough, and you've got your tactics down pat, feel free to explore the levels fully, but keep your Data Drains to a minimum and be prepared for the worst. If you don't care to risk it, head east to take the shortest distance from the first stairway to the next descending staircase.

DUNGEON, B2



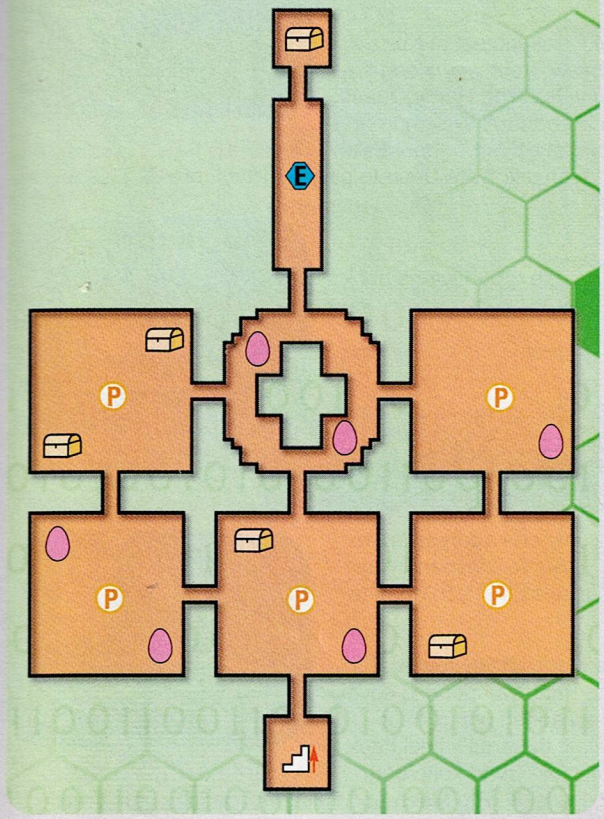
The second level brings encounters with the Data Bug version of the House Golem, and now you may also meet up with a Data Bug-corrupted Ironball Mania. This monster isn't as tough as the Data Bug House Golem. Wood skills and spells both work well against both versions of the Ironball Mania and you should be able to set your entire group to the "Skills" tactic against it. Use Kite to heal his friends as necessary.

However, this floor does become more dangerous since all of the foes are corrupted and require the use of Data Drain to destroy them. This brings Kite closer and closer to ruin, as he has to rely on his bracelet time and time again. While there are still plenty of treasures to be had, there is still risk involved in claiming them.

Higher Healing

Increasingly, as you explore higher-level Dungeons the breakable objects reward you with Recovery Drinks instead of Healing Potions. If you haven't yet, consider using up the rest of your Healing Potions and switching to the more powerful Recovery Drinks exclusively. This heals your characters faster and to frees up your inventory for more useful items. The same holds true for the Artisan's Soul versus the Mage's Soul, although these are found in chests rather than from destroyable items.

DUNGEON, B3



The Dungeon's third level offers the same enemies and dangers. After exploring as much of the floor as you like (or dare), head into the narrow northern corridor to trigger this Dungeon's Event. Here Kite and the others run into what seems to be a very powerful monster, one which Terajima Ryoko in her inexperience is a little too eager to take on. She only manages to escape serious harm thanks to Kite's intervention, and is badly shaken. Although she blames herself for causing the problem, Kite is kind, helping to change yet another character's perceptions and win a stronger friendship in the process.

Luckily, the confrontation with such a dangerous foe takes place without you actually having to fight the monster yourself. Once the event concludes, the way is clear to the Gott Statue. Continue north to loot its treasures. For once, your group does not automatically warp back to town; either make your way back through the Dungeon or use a Sprite Ocarina to return to the Field, and then Gate Out to get back to the Root Town. Beware of a Field Portal placed right by the Dungeon entrance on your return trip. After returning to Fort Ouph go about your business as usual—but keep in mind that after having given Terajima Ryoko various items she may very well like Kite enough now to begin sending him email messages. Check your Desktop from time to time, and send her your replies.

PARADISE REGAINED

With only two Keywords left, and the other being a much higher-level area, the next area to visit is obvious. The Net Slum still waits for Kite's visit. Take along any of the characters that you like—don't worry greatly about preparation or party composition—you're not going to be there long.

Out of Order

As with the previous Walkthrough section, you may wish to take things slightly out of order here as well. The other Dungeon on the Word List isn't quite as tough as it seems, despite its higher Battle Level. With careful preparation and strategy your characters could easily handle it at this point. One downside to taking on the area at this point; however, is gaining so much extra experience and probably quite a few levels. Most of the Dungeons for the rest of the game would not give your characters more than 1 Exp or so after defeating them. This makes the fights seem a lot less rewarding.

Λ: Pulsating, Truth's, Core

RECOMMENDED PARTY: KITE, BALMUNG, WISEMAN

AREA VITALS	
BATTLE LEVEL:	30
ELEMENT:	Wood
GRUNTY FOOD:	N/A
ENVIRONMENT:	City
WEATHER:	N/A

As Kite and his companions warp into the Net Slum area they are greeted by a strange, short figure. Players who completed *.hack//MUTATION* may recognize Tartarga, one of the older and wiser inhabitants of the Net Slum who previously gave Kite information. This strange individual gives Kite a message from Helba consisting of a Keyword for a new area to come to—alone.

Tartarga also tells Kite of a troubling new inhabitant of the area. Ever since the catastrophic crash at the end of *.hack//MUTATION* (triggered when Kite and his friends defeated Magus in the Net Slum), a Data Bug monster has taken up residence. Tartarga asks the adventurers if they can get rid of it before they leave. Naturally Kite cannot refuse and as soon as Tartarga finishes speaking the fight begins.

The opponent is an infected Harpy Queen, and is no real contest at Kite's current level. Set your party to "Skills," and quickly make your way along the corridors to the back of the area where the monster waits. The Harpy Queen is a Wood monster, weak against Earth. The battle is shorter if Wiseman or Balmung are using any Earth equipment (Stone Solleret). Even without Earth skills, attack until the creature reaches Data Break, then use Data Drain to gain a **Virus Core O**. This reveals the normal Harpy Queen underneath. Take her out.

After the fight, Tartarga rewards Kite with the **Feng Shui** item for his assistance before the group warps back to town, and Kite prepares to go visit Helba.

DANGERIOUS REUNIONS

Once again if you discount the sighting of the Red Wand out of the picture, Kite has only one address left to explore, but this time he must go it alone. Helba is waiting for him at an address on ∑ Server. Disband your party and head through the Chaos Gate back to Fort Ouph. Take care of any side business that you need to deal with first, such as storing or selling items.

Equip Kite well before heading out since he's going to be without backup. He needs plenty of Restorative Potions, or other strong healing items, and Antidotes. Grab some SP-recovery items. Bring weapons to cover Lightning and Fire attacks. Equipment that allows the use of Earth spells or skills is an added bonus as is another Fire and Thunder spell item. A long range Darkness spell can be useful against the area's final boss. Because Kite is going it alone, items with Rig Geam and Rig Saem are especially helpful—try to keep both spells cast upon the Twin Blade throughout your exploration of the area. On the positive side, Rip Maen and Resurrect potions aren't really needed this time around, so you can use an item with Rip Teyn or Rip Synk if you'd rather.

Σ: Tested, Quicksilver, Valkyrie

RECOMMENDED PARTY: KITE

AREA VITALS

BATTLE LEVEL:	52
ELEMENT:	Wood
GRUNTY FOOD:	Piney Apple Invisible Egg
ENVIRONMENT:	Jungle
WEATHER:	Sunny

MONSTERS

FIELD:

Maxwell: Darkness
Miasma Wyvern: Water
Napylon: Wood

DUNGEON:

Forest Hsien: Wood
Maxwell: Darkness
Napylon: Wood
Skull Hero: Darkness

ITEMS

AREA:

Corona Blade
The Fool
Imp's Leg Mail
Leafblight
The Lovers
The Moon
Raikoumaru
Stone Greaves
Stone Solleret
Virus Core D
Virus Core E
Virus Core F
Wood Sprite

MONSTERS:

Blazing Spear
Dragon Crest
Enja
Firedrake Bone
Jasper Hauberk
Rashou
Rock'n Roll
Stone Greaves
Stone Solleret
Virus Core G
Virus Core H

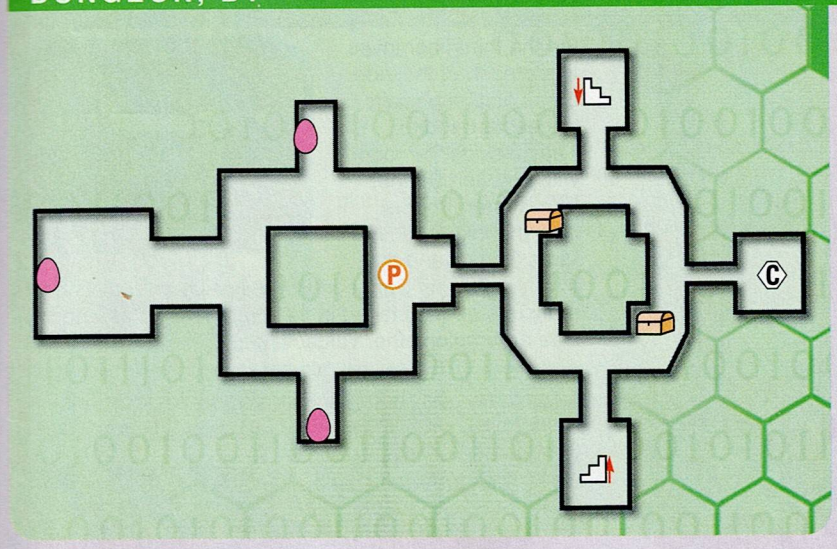
GOTT STATUE ITEMS

Frost Hauberk
Silver Scarab
Scarlet Plate

Kite is within one of the oddly-structured Jungle Fields as he enters. A Piney Apple is right behind you as well. This is the only piece of Grunty Food in this Field so be sure to grab it before heading through the exit from the Field's first "room." Each room leads to the next with no other side-branches, so it's impossible to get lost on the way to the Dungeon's entrance. You also have no choice but to open all of the Field Portals along the way.

The foes are all familiar enemies, but this time you're going it alone and need to be much more careful. The healing-enabled Napylon monsters reappear, as do the hard-hitting Maxwells and the poisonous Miasma Wyverns. Keep out from the center of their groups and pick the enemies off one by one; get ahead of any healing from the Napylons. Don't let Kite get too low on HP—use a healing spell or, better yet, a healing item whenever he begins to get the slightest bit low on health. Immediately remove any poison with an Antidote or Rip Teyn.

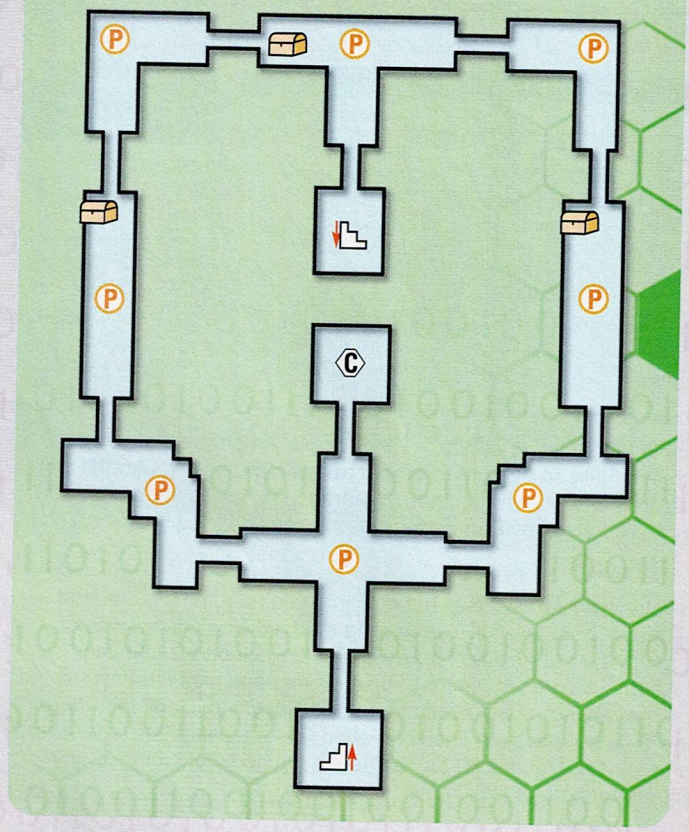
DUNGEON, B1



Within the Dungeon itself, collect the items along the way. Watch out for the Forest Hsien monsters that cast long-range Wood spells making it difficult to get close, much less destroy them. Your best bet is to cast spells at the creatures from a distance—Earth spells are best, but any strong spell will do the trick. Use Antidotes or Rip Teyn to remove the slowing effect that the Forest Hsiens cast on Kite. The Napylons and Maxwells also reappear at this level—handle them as you did within the Field, and watch Kite's HP constantly!

Visit each of the side areas first to gather Grunty Food, a Virus Core from one of the new Virus Crystals, and items from various urns and other destroyable objects. Head north, where you can then climb down to the second level.

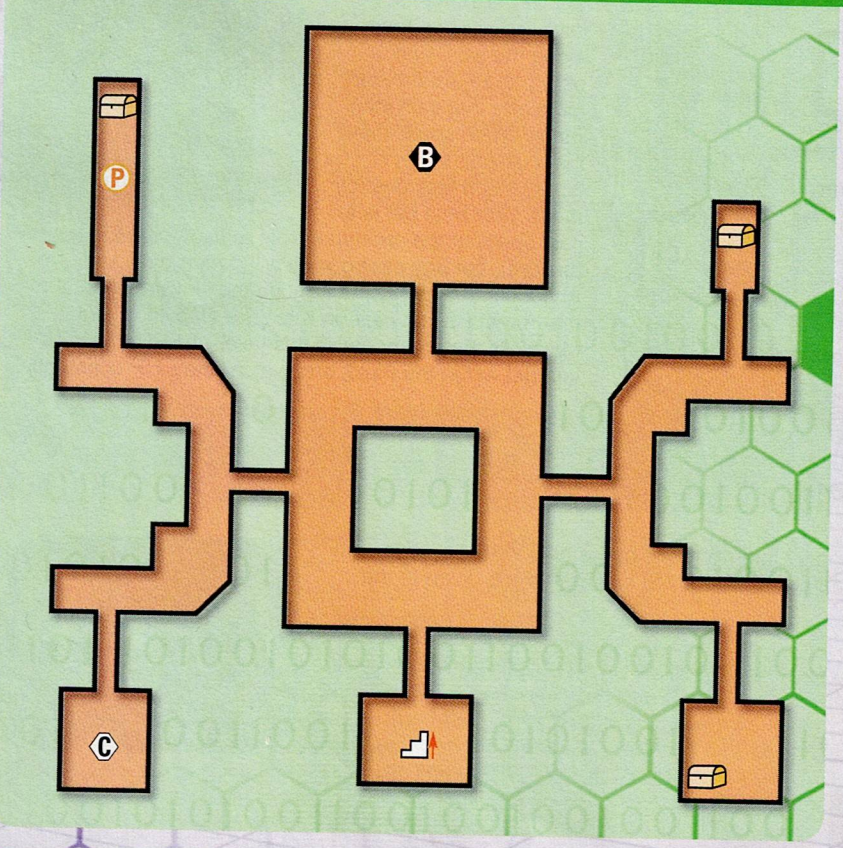
DUNGEON, B2



On the second floor, watch out for the hard-hitting Skull Heroes. Don't get surrounded by them and if you start taking too much damage use a healing item rather than a spell; the spell might freeze Kite up for too long and cause him to take more damage than he heals. These foes may appear alongside the Forest Hsiens, which pummel Kite from afar with spells while their allies fight him toe-to-toe. The Napylons can appear and make things even hairier, so stay on guard.

This time the "storeroom" holding breakable items and the floor's Virus Crystal is straight ahead. The east and west passageways each loop around and reconnect at the south passage leading to the descending staircase. Loot the room holding the treasures, then clear out each side passage before heading down to the third floor. The lower-level monsters should be weak enough for you to do this, but don't let Kite get taken down when he's fighting alone like this. If you're even the least bit uncertain, head straight for the stairs and ignore the other side passage.

DUNGEON, B3



On the third floor investigate each of the side areas first, especially the eastern rooms. They include the room with the Gott Statue. The western rooms hold the third and final Virus Crystal and the third floor's only Dungeon Portal (which itself discharges monsters already faced in the Dungeon), while each side area holds other valuable items.

Once you've finished gathering everything from this level, head north where your final confrontation awaits through a violet-flamed doorway. Entering this door triggers a fight with a corrupted version of the Comad Goo, a nasty battle for Kite when he's alone.

Boss Fight: Comad Goo (Data Bug)

level	52
hp	Infinite/4370
element	Thunder, counter with Darkness
skills	MeRai Rom
reward	Virus Core R
pp	—
sp	525

By this point you've fought plenty of Comad Goos, but never alone like this, which adds a whole new element of danger to the battle. In a battle with an uncorrupted creature, Kite would use some of his tough Darkness attack skills to take the foe down as quickly as possible. However, now you have to be extremely careful of utilizing this tactic, using only the simplest attack skills and making certain Kite is healed fully before launching the attack. The strong foe may manage to knock Kite's HP down to zero before the Twin Blade's attack even finishes. In this situation, try to attack from behind as well, as this forces the foe to turn and get its bearings on Kite before launching an attack, buying a few precious seconds.

A better strategy is to remain at long-range and cast Darkness spells if you have them. The Data Bug creature can cast Thunder spells at Kite in return, but this doesn't do too much damage. Do your best to keep Kite at a distance, away from the strong physical attacks of the monster.

During this fight it's important to keep Kite healed. Use Rig Geam and Rig Saem. Healing items are preferred over healing spells, to avoid freezing Kite in one spot for too long. If you must cast a healing spell, pull away from the monster before casting. Be extremely careful not to let Kite's HP drop down too low or you risk Kite's death, with no allies nearby to restore him to health.

Keep an eye on the foe and as soon as it reaches Protect Break use Data Drain to gain the Virus Core R. This exposes the normal Comad Goo—it's still a strong fighter, but not as tough as its virus-protected form. Use the same techniques and precautions just to be safe and take the enemy out!

As the dangerous solo fight ends, Helba appears. Having watched the combat from afar, she compliments Kite on his strength, and admits that she was testing him. His abilities are crucial for carrying out Wiseman's plan. She gives Kite her decision to help carry out the plan, and tells Kite to give Wiseman her regards before teleporting out as quickly as always. Kite returns to Fort Ouph immediately after.

Once you've returned to the Root Town; store or sell items, and take care of other unfinished business. Then return to your Desktop. Here you can find the next crucial email instructing you of your next step:

Author: Wiseman
Subject: No Subject

I've received consent from Helba. According to her, the data of: Σ Turbulent Distrusting Ice Wall is increasing. The possibility of something hiding in the area is high. Upon your arrival, we will commence the operation. Head to the area with BlackRose.

It looks like your next destination and part of your party have been chosen already. Before you return to The World, read the second new email in your mailer. It's a message from the mysterious Aura, garbled as always. From what can be made out, it seems that some mysterious being has one of her missing segments, and she's relying on Kite to get it back. Don't let her down!

THE SOUND OF WHITE NOISE

As Kite logs back into ∑ Server he finds someone waiting for him, but it's not BlackRose. It's a Heavy Axeman named Edajima standing at the Chaos Gate. He is one of Wiseman's followers and he managed to gain a **Virus Core O** somewhere. He gives it to Kite, along with his best wishes. Kite is becoming fairly well known in The World on his own, gaining the support of many more than just his close circle of friends.

Now it's time to gather Kite's forces for an important assault. You already know that you must take BlackRose. While you may wish to bring Wiseman, to have the extra support of a Wavemaster, you can get by using another character such as Terajima Ryoko. This helps her gain experience, and adds a bit more attacking ability to the group.

By now you've collected some nice new weapons and other items for BlackRose. Consider higher-level, wide-area spells, and strong Wood spells. Bring along some Knight's Bane scrolls, or something with the Dek Vorv spell, in order to strip physical protection from some of the Dungeon's foes. Also, hand out HP and SP healing items. Antidotes, Restoratives, and Resurrects should be handy if your group needs them, especially the Restoratives. Having some of the higher-level healing spells, Rip Seyn and Rip Teyn on your allies can't hurt either. Rig Saem, Rig Geam, or scrolls to duplicate their effects is another useful touch.

When you finish your preparations, check the Word List at the Chaos Gate, because the area you're about to explore is still protected. You need all four of the Virus Core O key, an extra Virus Core G, and a Virus Core H. They can be drained off of various monsters in the areas on ∑ Server. Plug the cores into place, as you did before, and the gate unlocks. This gives you access to this next area.

∑: TURBULENT, DISTRUSTING, ICE WALL

RECOMMENDED PARTY: KITE, BLACKROSE, TERAJIMA RYOKO

AREA VITALS

BATTLE LEVEL:	54
ELEMENT:	Water
GRUNTY FOOD:	White Cherry Bear Cat Egg Golden Egg
ENVIRONMENT:	Snow Field
WEATHER:	Snowing

MONSTERS

FIELD:

Comad Goo: Thunder
Deadly Present
Skull Hero: Darkness

DUNGEON:

Comad Goo: Thunder
Deadly Present
Gaia Turtle: Earth
Hydrosaurus: Water
Skull Hero: Darkness

ITEMS

AREA:		MONSTERS:
Corona Blade	Raikoumaru	Axe of Mobs
Cygnus	Resurrect	Blazing Spear
Dragon Crest	River Spear	Earth Beast
The Hanged Man	Summon Water	Forest Sword
Ice Strike	Virus Core D	Gaia Hands
Linen Cuirass	Virus Core F	Imp's Leg Mail
The Lovers		Jasper Hauberk
Mage's Soul		Rock Guard
		Stone Greaves
		Virus Core G
		Virus Core I

As Kite and his team enter the area, Helba's voice comes out of thin air. She's managed to hack into the area, and will lie in wait until the party finds the disturbance that has been detected in the Dungeon. The group must hurry, and try to lie low in the process, to make certain that the System Administrator (Lios) does not interfere when he realizes that something's happening.

Just because the group's in a rush it doesn't mean that there isn't time to explore the Field and Dungeon. The rewards in experience, and normal items, aren't all that great for the Field (although Ryoko might benefit from them), but there are a lot of White Cherries and Symbols to activate if you care to explore. Make certain you have a lot of Restoratives available beforehand.

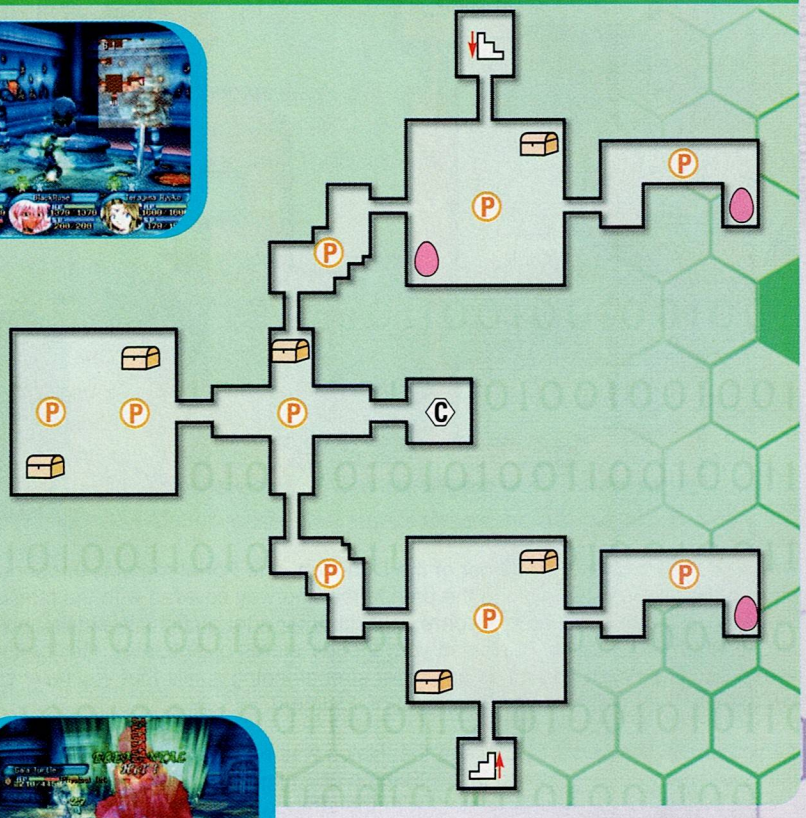
The reason for the Restoratives quickly becomes apparent when you run into the first Deadly Present monsters. These foes aren't as dangerous as they were at lower levels, but their confusion abilities still make life difficult. Remember, you need to cast spells to take these enemies out[md]if you can cast wide-area spells, and catch all of the monsters at once, so much the better. You should set one of your supporting characters to "First Aid" after ordering the group to use magic, or you may just wish to have Kite use Restoratives to clear your allies.

The Skull Hero also appears again in this Field. This enemy is immune to magic, and must be taken down by physical attacks. In a group of Skull Heroes, leave your group alone and rush in and attack. If one or two Skull Heroes appear alongside the Deadly Presents, use the tactics for a Deadly Present fight, but have Kite run in and quickly dispatch the Skull Heroes by hand. Then turn his attention to the walking treasure chests. Keep an eye out for the Skull Heroes' nastier attacks, and make sure they don't get in lucky hits to take down your characters' HP.

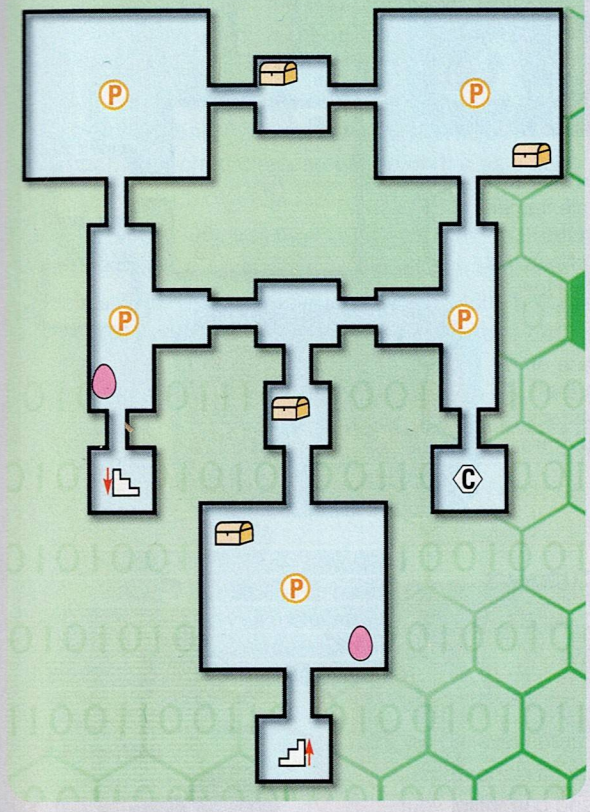
The last foe on this Field is another "old friend," the Comad Goo. By this point Kite has defeated one on his own, so taking them down with his friends at his side shouldn't be a problem. Remember that it doesn't pay to get careless and overconfident. This monster can still hit hard.

DUNGEON, B1

This first Dungeon level has the same monsters as the Field, so there is nothing new to worry about. Continue to use the same tactics, and blow through the enemies as quickly as possible. Don't miss various items that you can pick up on the way, including the core from the first of the Dungeon's Virus Crystals. Head through the eastern doorway from the first large room, and save some time backtracking if you wish to collect the Bear Cat Egg found at the far end of that eastern room.



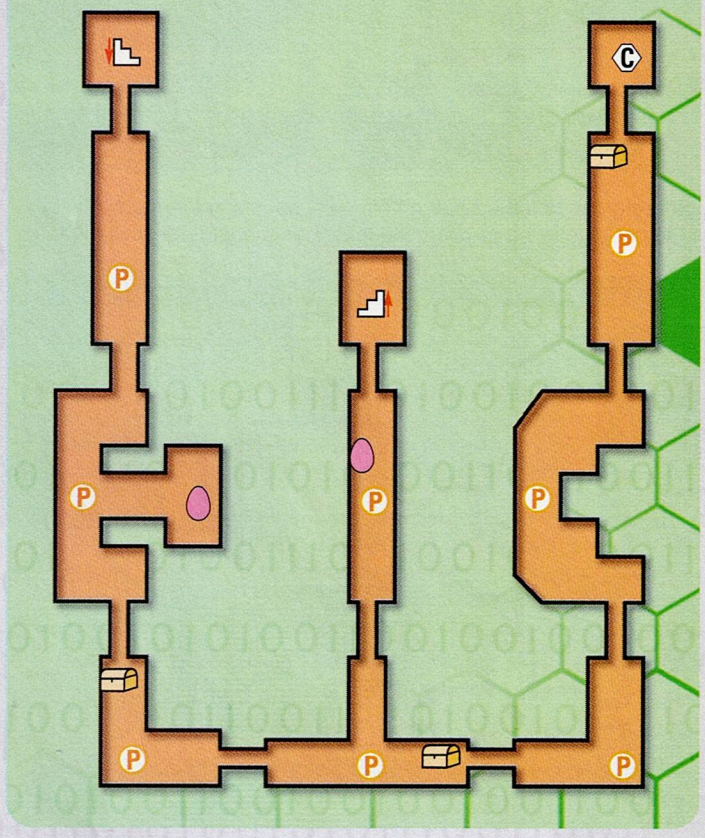
DUNGEON, B2



The second floor contains the return of the Comad Goo and the Gaia Turtle from previous Dungeons. Now that your group is tougher, this second fight shouldn't be as dangerous. However, it still takes a long time to whittle the creature down using magic, especially without a Wavemaster along. To speed up the process you may wish to use Dek Vorv or a Knight's Bane scroll to strip the Turtle of its protection. This may take multiple attempts before it succeeds. This greatly speeds up the process of defeating the Gaia Turtle, so it's usually worth the effort. If you don't have the right spell or scrolls, set your party to Magic and have Kite heal the others as needed. Without the spells or scrolls, use Wood spells in between the healing in order to make the fight a little shorter.

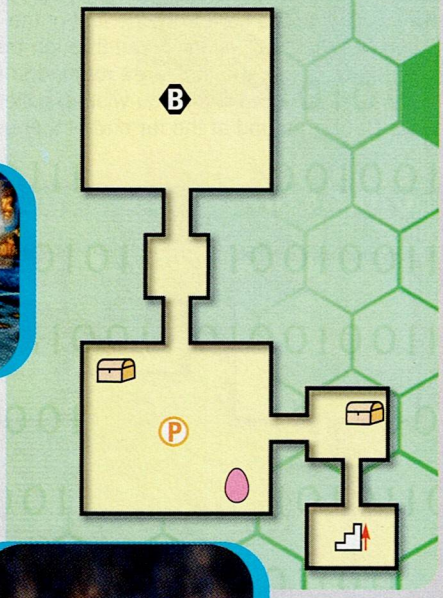
If you wish to explore the full Dungeon you should take the first eastern branch of the Dungeon, and explore the southern room as it branches off. Then, follow the path around to the north, west, and south again until it eventually leads to the down stairs. If you don't think the rewards are worth fighting for, cut straight west at the first branch and go south to take the stairs immediately.

DUNGEON, B3



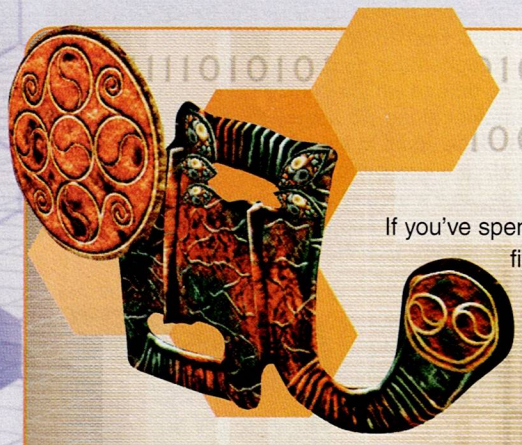
Don't relax just yet—the Gaia Turtles return on the third floor. The Skull Heroes may also reappear at this point, and they are much faster and easier to deal with. The Hydrosaurus Water-element creature may also appear in this Dungeon at this point—use the same tactics that you used before, hold Kite back to cast spells as needed and order the rest of your group to attack and use skills. Be sure to explore the Dungeon in full before continuing on your way. Take the eastern branch where the pathway splits. This allows you to visit the Dungeon's third Virus Crystal and collect a few other items before heading back to the main path.

DUNGEON, B4



Down on the fourth and final floor of the Dungeon, one Portal remains unopened. Don't forget to pick up the last few items along the path to the doorway covered with the familiar purple flames that mark a major encounter. Prepare your party for a tough fight. Wield weapons with the strongest physical attack. Replenish your friends' stores of Antidotes, Restoratives, and cast Rig Geam and Rig Saem as well as any other strengthening spells that you have available. Now, head in to face the first major Boss fight of volume 3.

As you enter the room, you can see that Helba was right—this particular area hides one of the Boss creatures mentioned in the Epitaph of Twilight. This time around it's Fidchell, the Prophet. As the party makes contact with the strange mask-shaped monster, Helba starts running the interference program from her end. White noise marks the onset of the program, and of the battle itself.



BOSS FIGHT: FIDCHELL

level	—
pp	—
hp	Infinite/5000
sp	—
element	N/A
skills	—
reward	Segment 2

If you've spent the time in the other higher-level areas leveling up, this fight shouldn't be deadly, but it's still a bit dangerous. Fidchell has a few strong attacks and can inflict your characters with various Status ailments, but you should be able to take up the slack with your party members.

When the battle starts, set your group to "Skills." You should set one of the other two party members to First Aid, so that they can get rid of Status ailments immediately or heal up party members that need it. Kite should attack Fidchell as much as possible—a Speed Charm helps him get there in time to do more damage—but be ready to help out with healing or resurrection if it's needed. Attack skills are good, but try to stay away from the ones that take too long to resolve in case it moves away again.

Fichell's normal attack is a simple body-slam into the ground, which sends out shockwaves for a short distance, damaging any characters in the immediate area. This doesn't do a huge amount of damage, so unless your characters are on their last legs you shouldn't worry too much about this. Instead, rush in to attack physically and allow one of your supporting characters to heal if they start taking damage. Use Rig Saem to regenerate any HP loss taken here.

Some of Fidchell's more common special attacks are simple Status-inflicting spells, such as Dek Do or Mumyn Lei. These are the best attacks to see him use, because they can be removed quickly and easily using one spell, or by an application of an Antidote or Restorative. If you've got one of your friends covering First Aid, Kite doesn't need to worry about it.

Another common attack type, and one that is a bit more of a worry, is the Prophet's series of "Oracle" attacks. From time to time Fidchell stops and gives a particular Oracle—this lets your group know what his next major attack will be. If you see "Oracle: Devil Quake" appear on the screen, along with the appropriate text, you know that his powerful earth attack is coming up shortly. With this warning you have a chance to prepare Kite by equipping different elementally aligned equipment. Try to keep Kite separated from the other characters at this point, until the wide-area effect goes off. Possible attacks of this type are Devil Quake (Earth), Thunder Cry (Thunder), and Ice Storm (Water). As Fidchell recites the original Oracle, he also casts a Status effect on your characters, so get rid of that as quickly as possible.

Another nasty attack is the Data Drain that Fidchell has. It is similar to Kite's bracelet-given abilities. For this attack the foe picks one of your party members and drains approximately half of that character's max HP, simultaneously inflicting the character with a slew of Status ailments. Luckily, you only need one Antidote and one Restorative (or one each of the two related spells) to get rid of the lot.

As you fight Fidchell, keep a very close eye out for a Protect Break. You need to Drain the Prophet in order to get rid of its infinite-HP form, so you should jump on the first opportunity to do so immediately. Otherwise, it may start one of its long attacks. Since this takes some time to resolve, it may allow Fidchell to Restore his protection before you can ride out the effects of the attack and regain control of your characters.

Once you see the Protect Break and Drain your enemy, you receive the **Segment 2** in return. You also uncover the second form of the monster. This form can cast Status-affecting spells and strong elemental spells against your party, so you need to stay on top of the healing. The foe only has 5000 HP in this form however, so if you keep attacking him head-on he takes enough damage to fall.

As your party members watch Fidchell's second form disintegrate, one last oracle reaches them. A voice speaks of a plague sweeping across the land, bringing chaos with it. As the pessimistic prophecy concludes, Kite and his companions are left worried and wondering. Nothing has changed that they can see. Don't worry about going back in to the same area—there is nothing beyond where you fight Fidchell, and you cannot re-enter his room after the fight.

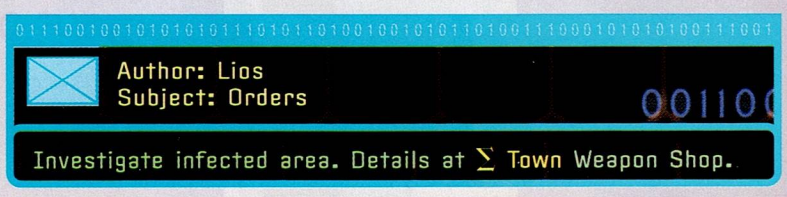
When you regain control of your character, go back and check your Desktop. There are new e-mails waiting, and new News as well. This time the News actually does relate to Kite's experiences in The World—various electronic mishaps show that the virus within The World have begun spreading beyond the borders of the game, affecting the real world as well. Kite can only assume the reason is the plague that the dying Fidchell spoke of. After reading all of the News messages, Kite may have a friendly email from BlackRose as well. Respond as you see fit, and help strengthen the bonds between Kite and his companion.

FRIEND OR FOE?

After checking in at the Desktop, Kite is left without leads for the moment. Nothing has appeared on the board, and no one has sent Keywords to him. With nothing else left to do, the Twin Blade should return to Fort Ouph.

As Kite logs in, a cutscene begins with Mia and Elk talking like close friends. Elk has been worried about Mia, who hasn't been seen for a while. Mia, in turn, cannot remember everything that's been going on. As Elk tells Mia to get some rest, Kite appears and moves to join his friends. As Kite approaches the group, however, a change comes over Mia. The cat-shaped character suddenly seems like she was earlier in the game. When Kite spoke to her shortly after the last major server crash. Mia doesn't even seem to remember who Kite is despite fighting alongside him and helping him out in his quest. Deciding that she's not quite herself, Mia departs, leaving Elk and Kite alone to worry about her. Elk decides to log off for a while too, leaving Kite to to find his next step in his journey alone.

Since the recent scene has still given Kite little to work on, take care of business, such as storing items, then return to the Desktop once more. There is one more mail message waiting now, and this one seems a bit more promising:



Kite's last encounter with Lios was less than pleasant, but the System Administrator is still a valuable lead. Head back to Fort Ouph to see what Lios wants.

As Kite approaches the Weapon Shop on the eastern side of town another figure can be seen standing at the counter. When Kite gets closer the figure turns out to be Balmung, apparently the Administrator has also summoned him. Balmung doesn't sound too happy about the last encounter with Lios either. Kite and the winged Blademaster both let their displeasure be known. Lios pretty much brushes this off as usual and gets to the point behind his summons.

An area has been located that is incubating the virus in yet another monster. Lios gives the pair their orders and sends them off to the Chaos Gate. At the Gate, Kite and Balmung take a moment to discuss Lios, and whether or not they should listen to him. Kite's cool head prevails just as Lios arrives at the Chaos Gate. The System Administrator has decided to be involved in the exploration of the area as well, but not as a party member or active combatant.

The area to be explored is Σ **Rising Implacable Sipping Bug**. Lios says that it is protected by another Gate, and he gives Kite a **Virus Core P**. He leaves and awaits your group at the Field. Take time to prepare before heading out to meet him. Balmung must be in your party, and the third member can be anyone you choose—Gardenia the Long Arm is one of the "lighter" character types and is able to cast some useful spells while using physical attacks, so she's a better choice than the others.

Bring along some items with Thunder skills and spells, including an equipment item for Kite with such spells if it's possible. You may wish to substitute some Thunder scrolls instead. Make sure that Balmung still has his original equipment, or if you've given him a new weapon it has a Water spell on it. Also, make sure you bring along the usual healing equipment and items.

The Gate only requires the Virus Core P that you were just given, and two Virus Cores H and Virus Cores I. These cores are available throughout the Σ Server if you don't have them already.

Σ: Rising, Implacable, Sipping Bug

RECOMMENDED PARTY: KITE, BALMUNG, GARDENIA

AREA VITALS

BATTLE LEVEL:	56
ELEMENT:	Darkness
GRUNTY FOOD:	La Pumpkin Bloody Egg Golden Egg
ENVIRONMENT:	Earth
WEATHER:	Evening

MONSTERS

FIELD:

Dark Stalker: Darkness
Holy Night: Wood
Sled Dog King: Fire

DUNGEON:

Dark Stalker: Darkness
Grangon: Earth
Holy Night: Wood
Star Eater: Water

ITEMS

AREA:

Ankokushiki
Chaos Spell
Dark Traitor
Earth Beast
Gaia Hands
The Hanged Man
Imp's Leg Mail
The Lovers
Mage's Soul
Resurrect
Rock Guard
Summon Night
Virus Core D
Virus Core E
Virus Core F

MONSTERS:

Eagle Hood
Executer
Frost Hauberk
Ice Tiger Hood
Rod of Gales
Tenkafuubu
Treebeam Spear
Tribal Robes
Virus Core H
Virus Core I
Water Beast

GOTT STATUE ITEMS

Charred Guard
Ivory Barette
Silver Scarab

When the group arrives in the corrupted area, Lios informs the characters that the infection level is very high. This doesn't mean very much to the characters themselves at the moment, but it may be bad news for The World. On this somber note, it's time to explore the Field and get to the bottom of things before they get worse.

A Spring of Myst can be found to the northwest. This spring holds a Monsieur Lv. 4, which can greatly increase a weapon's level. Throwing in a "Professional" weapon returns the useful Specter Blades. Visit the Spring, and get a new item from the Spirit, then explore the Field further. The three monsters that inhabit this overland area are all monsters that you've seen before and shouldn't be dangerous to such a strong party. They can show up mixed in with each other, which does make strategy a bit more difficult but nothing over the top.

The first of the monsters is the Dark Stalker, a Darkness monster immune to physical attack. Unlike the Gaia Turtle, this one is easier to take down using spells rather than wasting time and energy stripping away its protection. If you have Thunder spells, or scrolls, these are just the thing to take it down quickly. Otherwise, you're in for a long fight if you try to whittle away at it with other spells. In this case, keep a careful eye on your companions' HP, because this monster hits hard.

The Holy Night that appears on this Field is similar in shape to the Dark Stalker, but it is from the Wood Element. This monster is resistant to magic instead of physical attacks, but a few lucky strikes from Kite should make short work of it. Don't worry too much about commanding your party—stick to normal attacks unless you're facing a whole group of this monster. Keep in mind that this foe (and the Star Eater in the Dungeon) holds a strong Blademaster weapon that you can Data Drain from it, a nice gift for Balmung.

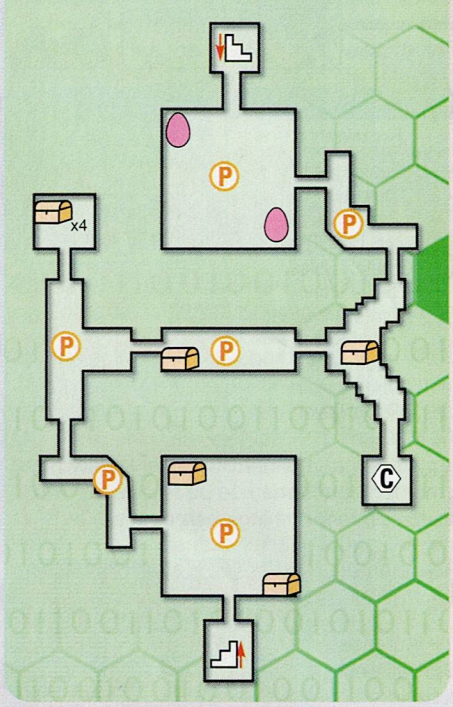
The final monster that makes its reappearance here is the Sled Dog King. It still casts strong wide-ranging Fire spells, but these aren't quite as deadly as they once were now that you have a stronger group. If you haven't replaced all of Balmung's powerful original equipment, or have given him the Tenkafuubu, he should be able to make short work of creatures using his Water abilities. Just set the group to Skills if you're fighting them alone, and the fight should be over as soon as it's begun.

The fights should be easy enough. Now you can gain some headway for the Books of Ryu easily by clearing the Field of Portals, collecting Grunty Food, and activating Symbols. There are a good number of La Pumpkins to make the trip around the Field worthwhile, and a huge number of Symbols to activate for the Books. Be patient and make sure to visit all of the Field Portals.

Don't Get Ahead!

There are so many Symbols to activate on this Field, you should be careful not to trigger them until your characters have all caught up with Kite. This Field has some jagged corners on its landscape, which may cause one of your party members to get "caught." Some characters run much faster than others, and the slower characters lag behind. They may be too far off to receive the benefits of a Symbol if you trigger it before they've caught up.

DUNGEON, B1

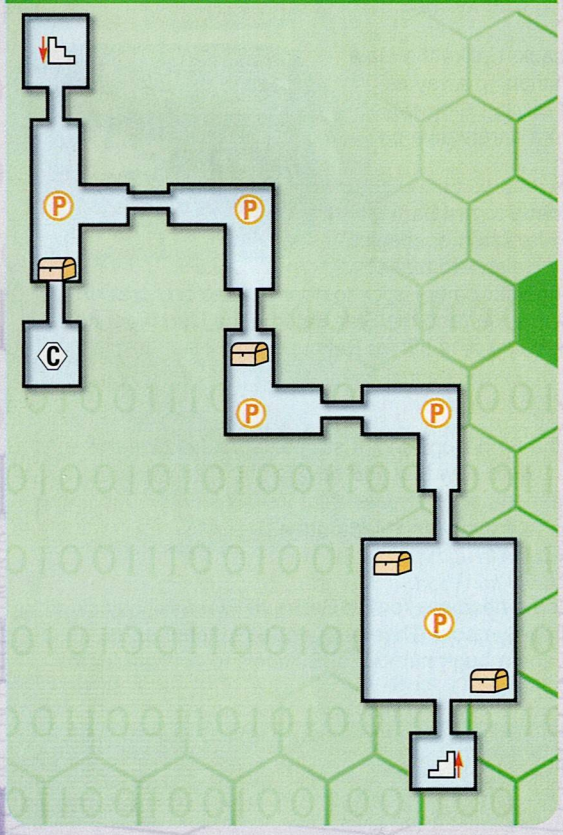


Lios is waiting for you once you finish the Field and decide to enter the Dungeon. Although it's hard to tell at a glance, he says that the infection level within the Dungeon is higher than the Field. Rather than being helpful in an infected area, Lios decides to meet up with the party in the lowest levels of the Dungeon. He disappears before anyone can protest. Head through the next doorway, and begin to conquer this corrupted area.

This level holds a monster that your group hasn't encountered before—the Star Eater. This starfish-shaped monster is Water based, and not especially tough. It casts a Water spell and a paralysis spell, but the fight shouldn't last long enough for this to matter. Physical attacks should take it down quickly, and you can speed things up by using Fire spells or attack skills that you have available. A good attack to use is Dragon Rage, which is on the Specter Blades.

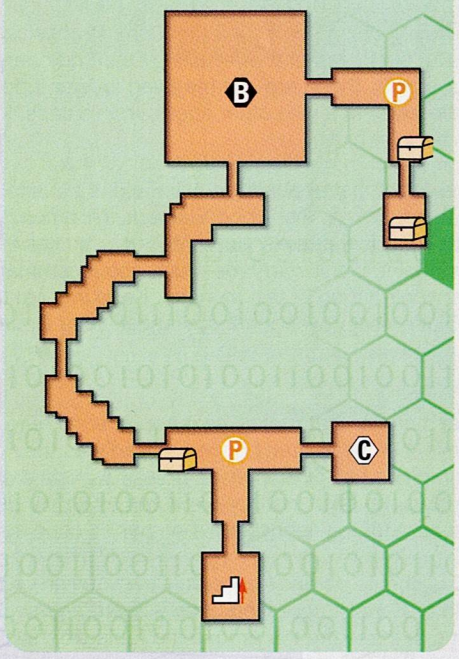
Aside from the Star Eater, watch out for the return of Dark Stalkers and Holy Nights. Neither of these should pose more of a threat down here in the Dungeon, so don't skimp on exploration. As you may expect, each of the first three floors holds a Virus Crystal, as well as various other items that you shouldn't miss. One room, in particular, holds no less than four treasure chests. Be sure to explore thoroughly before taking the stairs down to the next floor.

DUNGEON, B2



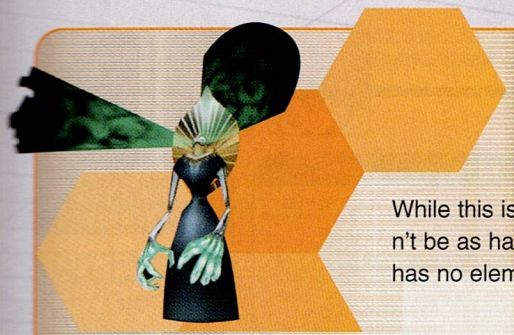
Starting on the second floor you may run into the Grangon, an Earth Dragon-type monster. Send your party in to attack the monster using the "Skills" command, keep Kite out of its wide-range Earth spells, and have him cast heal and Wood spells. Since the foes here are the Grangon and the Star Eater, you should be able to get through the level quickly and easily. Don't let your party get pounded by the Grangon all at once.

DUNGEON, B3



Down on the third level, the Sled Dog King from the Field shows up again. Once you come to the first branch, make certain you explore the room to the east first, to grab the core from the Dungeon's final Virus Crystal. After that, it is clear sailing along the other pathway until you reach another door holding a Boss battle behind it. Make certain your characters are healed up and ready, then head through the flames into the room beyond.

As you enter the room and see a strange glowing monster, Lios tells Kite that it is a Data Bug.



Boss Fight: Time Visitor (Data Bug)

level	56	pp	—
hp	Infinite/2410	sp	1125
element	N/A		
skills	OrbiAniDon		
reward	Virus Core Q		

While this is technically one of the Data Bug Boss monsters, the fight shouldn't be as hard as many of the Boss battles. This corrupted version of the foe has no elemental affinity, but don't let that stop you from slicing it to pieces.

The main danger is that this foe has a very strong Dark spell of the "Drop" nature. This can take the monster's target, and anyone standing too close, down into the HP danger zone. If the rest of the group is set to "Skills" you can pull back and heal with Kite's healing spells, or with the fast and reliable Recovery Drinks.

If your entire party is attacking, the beast should only get the chance to pull off one or two spells before it reaches Protect Break. Use Data Drain to claim the **Virus Core Q**, and then deal with the normal Water-based Time Visitor. This enemy can hit hard, but it won't put your party in serious danger. It can also cast a Water spell, but it is not as strong as its previous form. Even without a Fire-based ability, this foe should be dead at your feet quickly.

While you may feel happy about your victory, Lios brings the mood back down. Apparently the corruption throughout the game is much worse than the administrators had thought, threatening to turn the entire system of The World into one gigantic computer virus. In this situation, the game servers may need to be destroyed. This would also destroy any clues for helping the coma victims. Lios seems to have some knowledge about this, but he does not share it with the party. He quickly leaves before he can be questioned further, leaving Kite and the others to return to the Root Town.

When Kite returns to Fort Ouph, he is greeted by a familiar face. Piros the Heavy Axeman is standing in front of the Chaos Gate waiting for Kite's. Piros says that he has information for Kite, but will only give it to Kite if he accompanies him to a certain area, ∑ **Dying Windmill's Neigh**. As usual, the energetic Axeman seems to hear no protests, so it looks like Kite is given the next area to visit. Piros waits for Kite until he decides to join him, so take your time and prepare—and don't forget to take care of other unfinished matters.

Before you head out to a new area, remember that Kite and his friends warped out of the last area after defeating the Data Bug monster. While this has been the case in most Dungeons, and has not been a problem, this Dungeon's Gott Statue is behind the room where the monster was. If you want to finish looting the Dungeon take your party back through, and claim the items from the Gott Statue. The prizes may not be worth the return trip, so you may wish to simply move on to whatever Piros has in mind. Just remember that it never hurts to be thorough.

Ever Onward

Once you've returned to the previous Dungeon to loot its Gott Statue (or decided not to return at all), you must invite Piros for the next area. The second slot is often best reserved for a light-armored character that compliments a Heavy Axeman, but in this case the enemies hit a little harder. A Blademaster is just the right balance of spell-casting and physical capability, so invite Marlo along for the ride.

When you visit the Elf's Haven to take out items, check for a Tri-Tips to give to Piros, and a Tenkafuubu to give to Marlo. These items may help out in the Dungeon to come. Also, look for items that cast Thunder spells, or bring scrolls for party members. Keep a piece of equipment with a Wood spell, such as the Hunting Guard, on hand as well. Carry the usual healing and recovery items, with an emphasis on strong HP healing items and Restoratives.

Σ: Dying, Windmill's Neigh

RECOMMENDED PARTY: KITE, PIROS, MARLO

AREA VITALS

BATTLE LEVEL:	57
ELEMENT:	Darkness
GRUNTY FOOD:	La Pumpkin Bloody Egg Golden Egg
ENVIRONMENT:	Leaf Mold
WEATHER:	Afternoon

MONSTERS

FIELD:

Dark Stalker: Darkness
Grangon: Earth
Watcher: Fire

DUNGEON:

Grangon: Earth
Mog Napylon: Darkness
Star Eater: Water
Watcher: Fire

ITEMS

AREA:

Chaos Spell
Corona Blade
Dark Traitor
The Hanged Man
Imp's Leg Mail
The Lovers
The Moon
Raikoumaru
Summon Night

MONSTERS:

Ankokushiki
Executer
Fox Crest
Frost Hauberk
Ice Tiger Hood
Rod of Gales
Tenkafuubu
Tribal Robes
Virus Core H
Virus Core I

GOTT STATUE ITEMS

Frost Solleret
Ivory Barette
Scarlet Plate

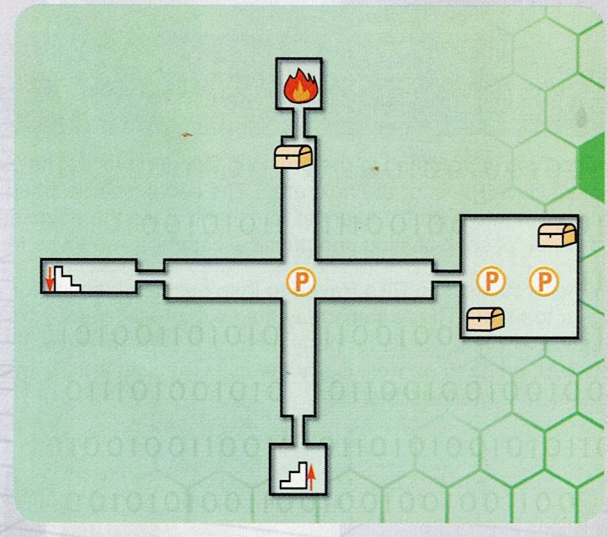
The Spring of Myst in this Field is a fair distance away, so head for it, and fight when you must. The Spirit is a Grandpa Lv. 4, and it can really increase your weapon's level. The Professional and Ankokushiki (which can be Data Drained on this Field from the Watcher monster) can create powerful Specter Blades, if you don't have them yet.

This area introduces a new monster. The Watcher is a Fire-based monster that is resistant to magic. To deal with it, set your party to Attack. With the right equipment, such as the Tenkafuubu, your allies make quick work of the enemy by using their Water-based attack skills. This foe hits hard, and it can charm your allies. Use a Restorative as soon as someone becomes charmed, so they don't slice up the rest of your party instead of the enemy. Have Kite heal as needed, and strike at the monster in between. Luckily this foe shows up solo, so you don't need to worry about being overwhelmed by more charms than you can handle at once.

The Grangon makes another appearance here, and by now you should know the general tactics to use against it. The tried-and-true Wood spells from equipment, like the Hunting Guard, come in very handy. Strong healing spells and items are also useful while your comrades attack the monster.

The third monster type on the Field, the Dark Stalker, is the only one that shows up in groups. Use the same tactics as before, set your group to "Magic." Of course this fight may take a bit longer if the heavy-hitters in your group aren't as magically capable, but keep everyone healed and you can get through. You can use Dek Vorv, or a Knight's Bane to speed the battle up. They are slightly more useful in this area where you have less magical capability.

There aren't a huge number of La Pumpkins to find, or Symbols to trigger on this Field, so if you've been leveling up in previous areas this Field, may not be worth clearing out. The difficulty of killing some of the foes in this area, and the items that you waste in the process may not be worth your effort. When you've had enough, head for the Dungeon where Piros' rare items await. Make sure that you pick up some of the La Pumpkins that are on the Field just northeast of the entranceway.

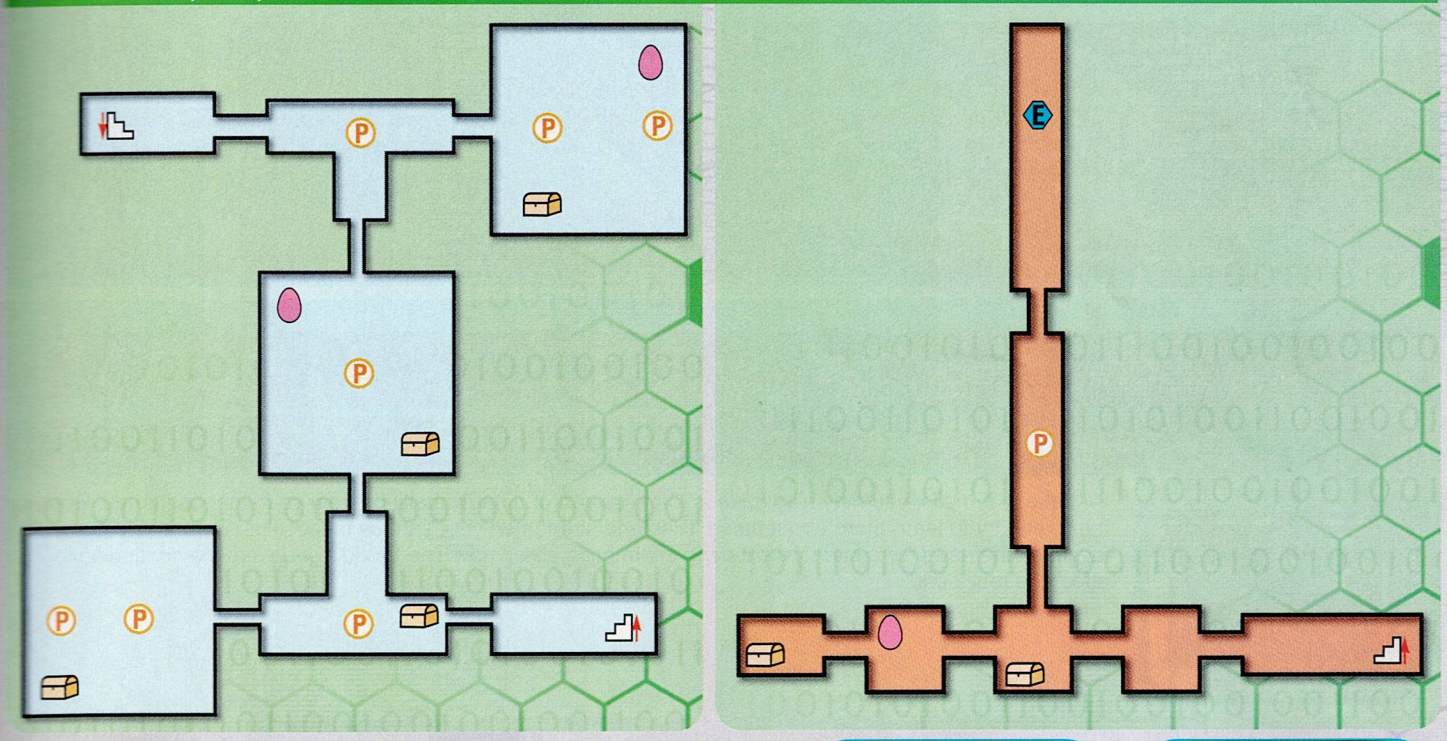


DUNGEON, B1

While Watcher and Grangon appear in the Dungeon on the first floor, this level also brings you another new creature the Mog Napylon. Like its sibling the Napylon, this monster shows up in groups and casts Ola Repth to keep all the monsters healed. Unlike the Napylon, this creature is aligned with Darkness rather than Wood. Set your group to the "Skills" tactic, and use either Thunder spells or the Thunder attack skills to whittle the foes down faster than they can heal. They do hit hard, so either heal in between by using items, or set one of your friends to First Aid temporarily.

As you explore, be careful of the first room to the east. It contains two Portals, and strong foes overwhelm you if you're not cautious. Other than the first Portal there aren't any more Dungeon Portals on this level, so don't be afraid to explore the small level. Make sure you trigger the Symbol to the north in the process.

DUNGEON, B2, B3



The second floor has two more rooms with two Portals each, this time to the southwest and northeast, so be cautious as you explore. The monsters from the first level, and the Star Eater, all make repeat appearances on this level.

Down on the third floor there is only one Portal left, so explore all of the rooms to the west (which includes the room with the Gott Statue) before heading north to trigger it. After dealing with the Portal, continue north where an empty room marks the location for Piros to use his "spell."

The Heavy Axeman recites a strange phrase three times. As he completes his spell a load of strange items appear in Kite's inventory—the **Sticky Helm**, **Smelly Armor**, **Rotting Hands**, **Dog Hat**, and **Used Disposable Contacts**. While most people might be put off by the very names of these items Piros can barely contain his excitement, and insists on receiving the just deserts of his work. When Kite hands them over he puts them all on—with somewhat predictable results. The Heavy Axeman teleports out, his objectives met, leaving Kite and Rachel to warp back to the Root Town as well.

Back at Fort Ouph, after this latest misadventure, the New Mail icon appears in the corner of the screen. Since, you have no leads to go on, Log Off to the Desktop to see what is waiting.

The newest mail message is short, but surprising. The message is from the strange girl Aura, and has more of a point than her usual garbled pleas:

Author: Au]$
Subject: Speak :8{&

Plea$e come& to ∑ t*•n. I•must tel8 yo5 someth?ng.

At least Aura's not losing her sense of mystery. Head back in to The World. On the way, stop at the Board. If you've defeated the twelfth round of Goblin Tag already, you should have another message waiting—check the Side Quests section for details.

Once you arrive in the Root Town, you find that Aura isn't the only one who decided to hold a meeting. BlackRose is waiting by the Chaos Gate, but she's not waiting for Kite. This time, Balmung sent her an e-mail saying that he wished to speak to her, so she came to the Root Town to meet him. BlackRose isn't happy to find out that he is now part of their alliance. She accepts it for the moment though. Aura does not arrive for a meeting as the normal characters do—instead Kite receives a message directly from her that the others cannot hear. According to this message, Aura is waiting for Kite at Λ **Merciless Grieving Furnace**.

Now that you have this Keyword you may wish to take care of some Side Quests, and return to the Desktop where a new pair of Keywords should open up if you've been good at making friends:

Author: Rachel
Subject: Jobs

Hey, how ya doin? Trying to mediate a trade takes too much effort, and the times call for a courier service. So, I started an item courier business and I gotta deliver to : Σ Expansive Corrupted Ridgeline, but the monster there is strong, so I want you to help me.

You'll help me, right? Yeah, I knew you would!

Well, I'm logged in, so call me.

Author: Moonstone
Subject: Treasure

Moon Knife located. Σ Dying Grieving Battlefield.

With these e-mails, you may also have a whole swarm of friendly mailings from your various friends. Reply to them, and try to learn more about these allies and strengthen your various friendships. Before you log back in, check the news for a bit more sobering information about how The World's virus may be continuing to affect the real world.

RACHEL'S COURIER SERVICE

As Kite logs back into The World, he can stop to read a new board message announcing his next task—the courier service that Rachel has started in her latest attempt to make a quick buck.

This upcoming area is one where physical defense and strength are useful, so bring along Rachel and Sanjuro for a solid fighting team. Unfortunately, this leaves you with one monster that has physical defense and not much magic to take it down, but in general the area calls for this stronger formation. The equipment and item setup this time around should be quite similar to that of the previous area. Include Thunder abilities, a weapon that has a Water attack, (for example, Rachel and the Tenkafuubu) and plenty of healing items.

Σ: EXPANSIVE, CORRUPTED, RIDGELINE

RECOMMENDED PARTY: KITE, RACHEL, SANJURO

AREA VITALS

BATTLE LEVEL:	56
ELEMENT:	Fire
GRUNTY FOOD:	Grunt Mints Invisible Egg
ENVIRONMENT:	Scorching
WEATHER:	Afternoon

MONSTERS

FIELD:

Dark Stalker: Darkness
Holy Night: Wood
Sled Dog King: Fire

DUNGEON:

Dark Stalker: Darkness
Holy Night: Wood
Sled Dog King: Fire

ITEMS

AREA:

Corona Blade
Fireball Storm
Flame Blast
The Hanged Man
Imp's Leg Mail
The Lovers
The Moon
Raikoumaru
Stone Solleret
Summon Fire

MONSTERS:

Eagle Hood
Rod of Gales
Tenkafuubu
Treebeam Spear
Tribal Robes
Virus Core H
Water Beast

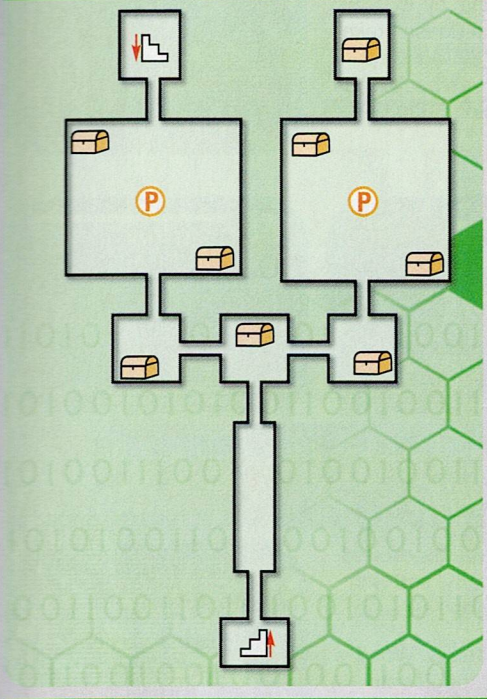
GOTT STATUE ITEMS

Specter Blades
Scarlet Plate
Ivory Barette

You've already fought all three Field monsters many times before, and the tactics don't change this time. Use the "Skills" or "Attack" tactic against the Sled Dog Kings and Holy Nights. Use attack skills against them that exploit their Elemental weaknesses, when possible. Use Magic against the Dark Stalkers (focus on Thunder abilities), or strip away their physical protection whenever you feel less patient. Have Kite heal using spells or items whenever necessary.

The Grunt Mints scattered liberally throughout the Field are a welcome change—to collect them, look for them on the strange square faces clustered here and there. The Symbols aren't so numerous, but there are a few on the Field if you look carefully.

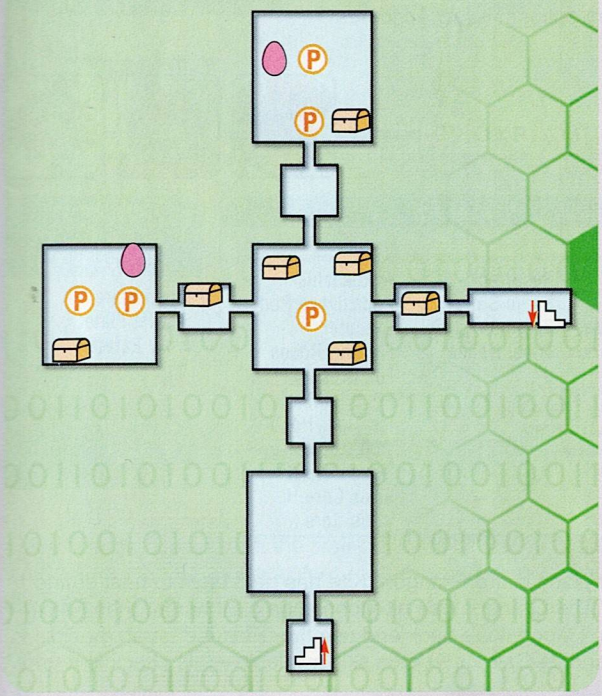
DUNGEON, B1



Once the team hits the Dungeon, Rachel meets the person she came to find. As the party approaches the Wavemaster, Kida speaks up and gives them their task. Kida wants to deliver the **Red Sword** to a character named Akai and trade for a Yellow Cap. As Kida's not quite up to tackling this Dungeon, the task falls onto Rachel and her friends to perform. Head into the Dungeon, and keep an eye out for the other character.

Two Dungeon Portals are on the first level: one to the east and west. These Portals release Holy Nights and Dark Stalkers, which are nothing new. Concentrate on just getting past them and collecting all the treasure along the way to the second floor.

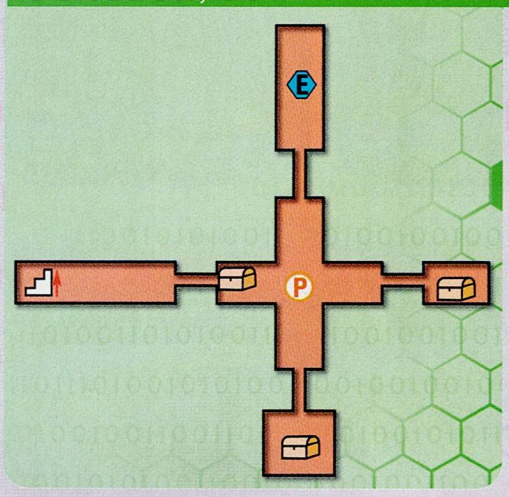
DUNGEON, B2



Rachel is eager to continue—and get her payoff! Move into the second room to reveal a strange character by the opposite doorway. This is in fact Akai, but there's a problem. As Kite hands over the Red Sword he learns that Akai got tired of waiting, and traded the Yellow Cap to a character named Aoyama—who is now deeper in the Dungeon. In order to complete your task, head to the deeper levels and try to find this third character. Rachel's latest scheme is turning out to be a bit more complicated than it initially seemed. There's nothing for it at the moment but to press onward. Akai hands Kite the **Blue Boots** that Aoyama will hopefully receive back in exchange for the Yellow Cap, and the group continues on its way.

The Sled Dog Kings reappear, rounding out the enemy selection for the floor. The foes are all familiar, but the fights can get a bit more risky if monsters pouring through the multiple portals overwhelm you. Be careful and edge into the rooms first. Try to only trigger one Portal at a time by sticking near the entrance for the first fight. If you do start to get overwhelmed, consider briefly setting the whole group to "First Aid."

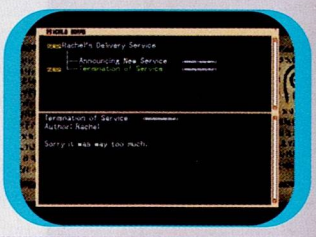
DUNGEON, B3



The third level holds the final Dungeon Portal. After fighting your way this far you should have no real problems at this point. Head south after the fight to loot the small storeroom area, then head back to the crossroads and east to find the Gott Statue. Visit both of these rooms, then head north, where the third character in this item chain waits.

The Heavy Axeman named Aoyama stands at the northern end of this level, and Kite can finally hand over the Blue Boots. He's understandably not very happy to return an item that he traded for fairly, but it doesn't take much convincing for him to hand over the **Yellow Cap**. When he does, the party automatically moves back to B1 and Kite hands the item over to Kida, gaining **5000 GP** for Kite and Rachel.

Of course Kite isn't dim, and he has realized something strange about this courier job. When he asks Kida about it, the Wavemaster nervously admits that he didn't need the services of your group, and quickly teleports away before Rachel can berate him for using her. Rachel quickly leaves as well, fast on his heels, and Kite returns to the Root Town at least a little bit richer. The next time you leave for the Desktop and check the board, you may be amused to see the abrupt cancellation of the courier service—another casualty along Rachel's path to a quick buck.



TWIN MOONS

The next side area to explore before continuing with the main quest is the one that Moonstone has mentioned, an area holding an item known as the Moon Knife. Obviously, you must add Moonstone to the party, and with two Twin Blades around a heavy-hitter is good for the final slot, so invite Terajima Ryoko to go along as well.

The best items to take along this time are weapons with strong Thunder, Darkness, and Fire attacks. Wood attack skills or spells are also a good option. In other words, take a large variety of elements along. If you have the Specter Blades and the Fishskin swords, they are more than enough to cover the attacks you need. Darkness spells and scrolls add the finishing touch. Moonstone may not be able to stand up to some of these monsters without dying, so bring along plenty of Resurrects, and strong HP recovery potions. A few Antidotes and Restoratives may also come in handy.

Σ: DYING, GRIEVING, BATTLEFIELD

RECOMMENDED PARTY: KITE, MOONSTONE, TERAJIMA RYOKO

AREA VITALS

BATTLE LEVEL:	58
ELEMENT:	Earth
GRUNTY FOOD:	Root Vegetable Immature Egg Golden Egg
ENVIRONMENT:	Plains
WEATHER:	Raining

MONSTERS

FIELD:

Grangon: Earth
Mog Napylon: Darkness
Star Eater: Water

DUNGEON:

Spark Maiden: Thunder
Watcher: Fire

ITEMS

AREA:

Eagle Hood
Gaia's Spell
The Hanged Man
Jasper Hauberk
Mage's Soul
Protect Ring
Resurrect
Stone Storm
Summon Earth
Tribal Robes

MONSTERS:

Ankokushiki
Apocalypse Rod
Executer
Flowing Robes
Fox Crest
Frost Hauberk
Ice Tiger Hood
Tenkafuubu
Virus Core G
Virus Core H
Virus Core I

GOTT STATUE ITEMS

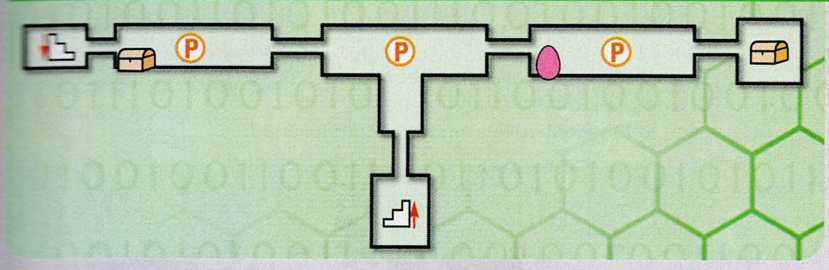
Moon Knife
Scarlet Plate
Ivory Barette

The only monster that may cause you to alter your plans is the Grangon. Kite has held back to heal during most fights, casting long-range spells sporadically. The Grangon can hit Moonstone a bit harder than he can handle. Command your group to use their skills, pull Moonstone back and use the "First Aid" strategy. This is an especially good option if Kite has the Fishskin and its Gale of Swords skill available—this attack is a great one to bring the Earth dragon's HP down quickly.

The Star Eater isn't new either. Use "Skills" or "Attack" and watch out for paralysis. The Dragon Rage attack on the Specter Blades (for Kite, Moonstone, or both) makes very short work of the monster. The Mog Nagyions fall quickly to the Fishskin's Thunder Coil attack before they can heal all of the monsters back to full HP.

If you still need more Fields cleared of all of their Portals for the Books of Ryu, this might be a good area to clear out as you collect Root Vegetables in the process. Once finished in the Field, head into the Dungeon to obtain Moonstone's precious weapon.

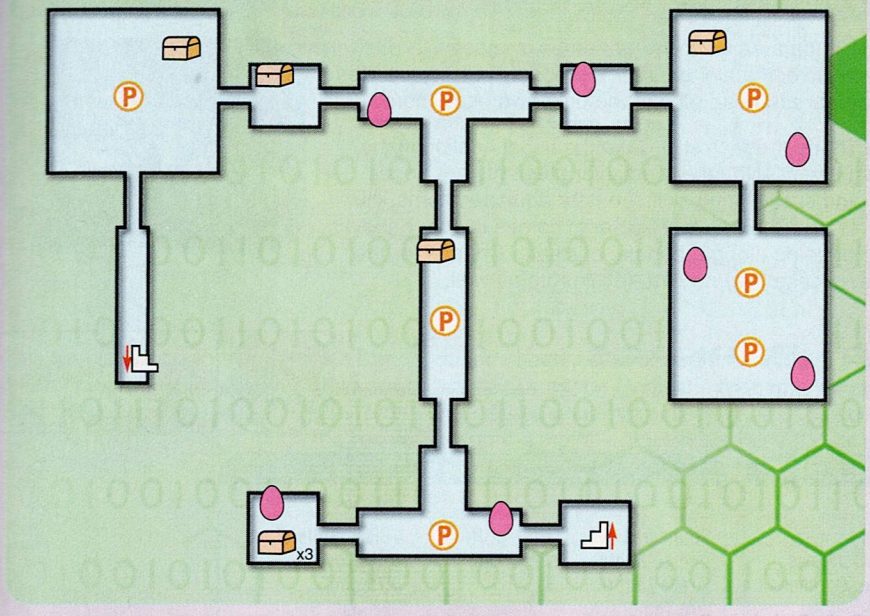
DUNGEON, B1



Once you leave the Field and head below, Moonstone is eager to find the Moon Knife. (He actually speaks a few rare words as you enter the doorway.) The weapon is in the Gott Statue, so you know where you're headed. Be prepared before searching for it—the monsters are different from those on the Field. On the first Dungeon level a Watcher is the threat—a Fire creature immune to magical attacks. If your friends have weapons with Water attacks on them this should make short work of the monster, but otherwise keep a very close eye on everyone's status bar and use Restoratives if someone falls prey to the monster's charm abilities. Be ready to heal as needed.

Head east to loot a small storeroom off to the side, then head back all the way to the west to the descending stairway.

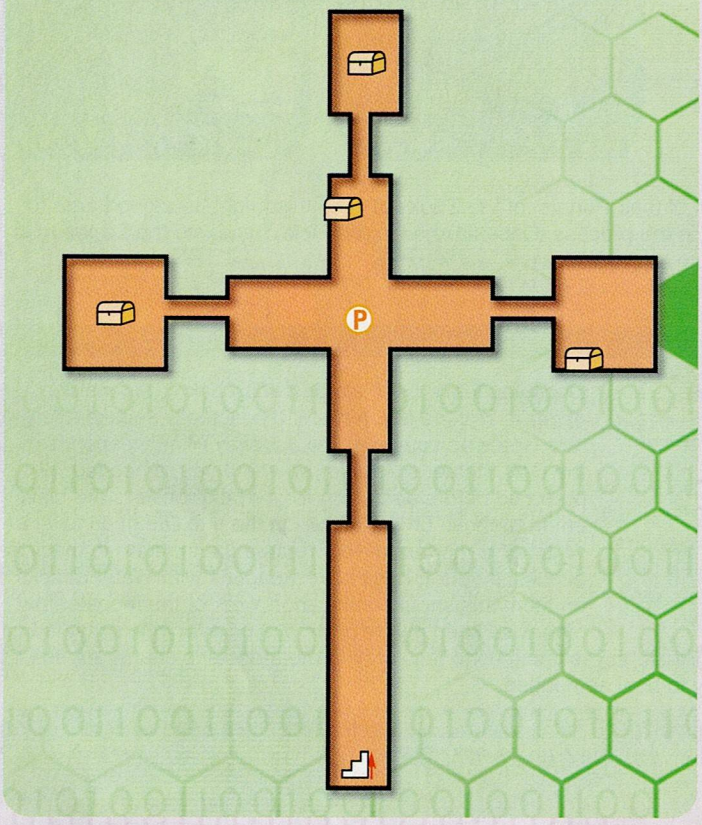
DUNGEON, B2



The Spark Maiden is a new threat along with the Watcher. These are spellcasters that cast long-range magic and are mobile. If you can't get close, cast non-Thunder spells from afar, with Darkness spells or scrolls being preferred. If you get close enough, the Specter Blades' Swirling Dark attack is the way to go. Keep an eye on everyone's HP as you fight—if the enemies successfully cast too many spells your party may end up destroyed before you can react. Heal your allies quickly and watch the gauges. These enemies can also put your characters to sleep, so use Restoratives whenever necessary.

Head straight ahead from the stairs to loot this level's first storeroom, then return to the junction and head north. A room in the northeastern area has two Portals, so be careful. The descending staircase is in the northwest.

DUNGEON, B3



The last Dungeon Portal is in the third and final level. Nothing new will threaten you here. Quickly mop up, then loot the storerooms to the east and west before heading north to loot the Gott Statue.

As you open the treasure chest in front of the statue, the first item is the **Moon Knife**. Although Moonstone doesn't come directly out and ask for it, he obviously wants this namesake weapon. Since Kite's a nice guy, he hands the weapon over. In gratitude, Moonstone hands over the **Secret: Divine** book before everyone heads back to the Root Town, mission accomplished.

The Moon Knife

This item is an actual weapon that Moonstone can use—it's a rare Twin Blade knife that has two Darkness attack skills as well as the Skill Drain ability. It's slightly more accurate than the Specter Blades and has a higher Darkness affinity, along with a higher Magical Attack rating. There is a slightly lower Physical Attack and Thunder affinity as a tradeoff. Remember that in this case you must manually order Moonstone to switch the weapons if you want to have him try the new knives out at some point in your travels.

PARTY CRASHERS

With the other side missions under your belt, it's time to visit the area where Aura wishes to meet with Kite. You have no choice this time. BlackRose and Balmung wish to come along, and it's probably not a good idea to disappoint them. Invite them both into your party and prepare to head off into the unknown once more.

Bring the Fishskin weapon or another knife with a strong Thunder attack skill. Take the usual healing items, with at least some Antidotes to get rid of negative physical effects. No other particular elements are necessary, although each character should have both physical and spellcasting skills on their equipped items. HP healing items with punch to them are also good to have, as are Resurrects. Rig Saem comes in very handy. If you don't have the spell on one of your items, consider bringing along a handful of Health Charms for the final fight. Hand out some of the Resurrects to your allies, in case they need to revive Kite as well.

Λ: Merciless, Grieving, Furnace

RECOMMENDED PARTY: KITE, BLACKROSE, BALMUNG

AREA VITALS

BATTLE LEVEL:	62
ELEMENT:	Fire
GRUNTY FOOD:	Grunt Mints Invisible Egg Golden Egg
ENVIRONMENT:	Scorching
WEATHER:	Afternoon

MONSTERS

FIELD:

Bee Commando
Magatumkuro: Darkness
Undead Voodoo: Darkness

DUNGEON:

Magatumkuro: Darkness
Undead Voodoo: Darkness

ITEMS

AREA:

Bouncer Gloves
Deluxe Boots
Fireball Storm
Fire Tempest
Greave Sticker
Hands of Ronin
The Hanged Man
The Lovers
The Moon
Protect Ring
Resurrect

MONSTERS:

Blaze Solleret
Destroyer
Dragnir
Erling's Spear
Lava Greaves
Sea Greaves
Virus Core H
Virus Core I

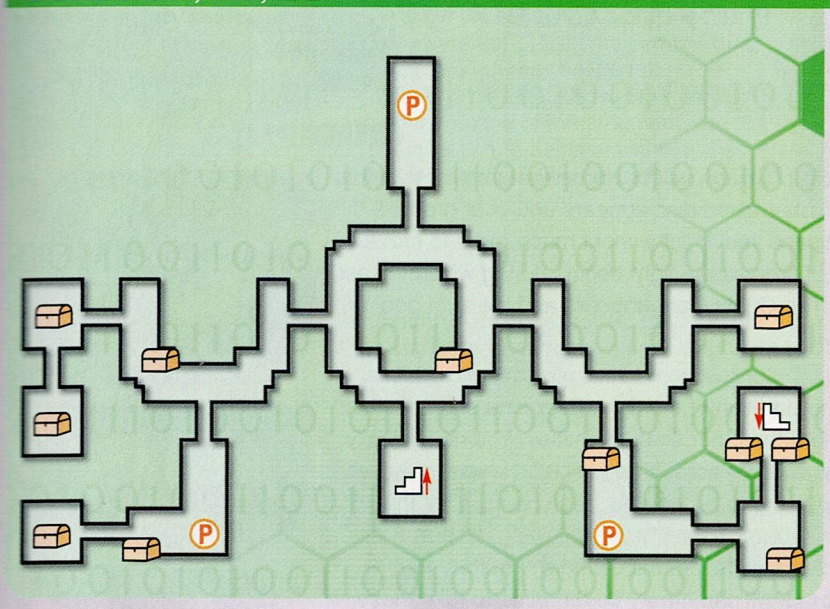
The first foes on this Field are familiar. The Undead Voodoo makes an appearance, and is not as deadly this time around now that you've had the chance to become stronger. Set your group to "Skills" and take them on toe-to-toe. Be sure to watch your characters' status bars and either heal your party quickly with Kite or set your party to "First Aid" if someone gets paralyzed, or if the monsters' strong attacks bring someone close to death. The Thunder Coil attack can do a lot of damage to the foe if you have the Fishskin weapon, or another strong weapon with a Thunder attack. Avoid getting in between the monsters—being surrounded by an Undead Voodoo on each side can kill Kite before he can even have a chance to heal, especially when they can use the "Death" ability and knock off most of a character's HP in one lucky strike.

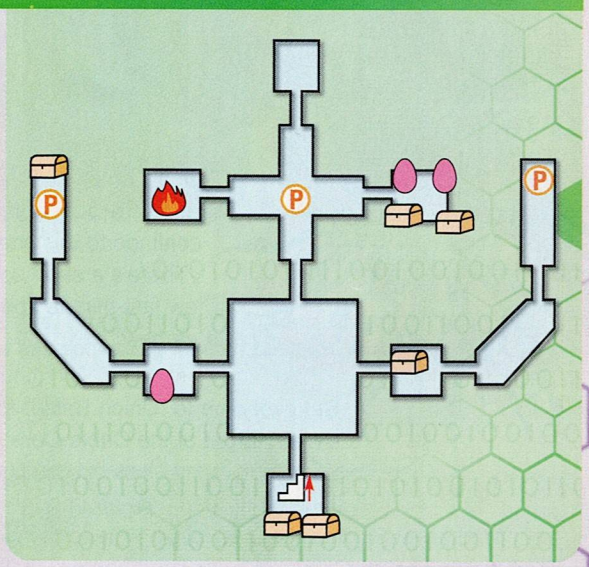
The Magatumkuro is a new, strong, threat. This large Darkness creature shows up solo and is weak against the Thunder Coil or other Thunder-based attacks, although with its higher HP it takes a bit more damage before it goes down. Be careful of its strong attacks. Circle around behind the enemy before attacking it, and perhaps your companions can keep it occupied long enough for Kite to bring it down.

The final monster here, the Bee Commando, has no elemental affinity. It's also not resistant Magically or Physically, so set your party to "Skills" and use your strongest available skills of either type to take it down. This swarm-shaped enemy can poison your party members, so have an Antidote or Rip Teyn on hand in case it's needed. Like the Undead Voodoo, the foe can also evoke the "Death" effect on its attacks and take your party members dangerously low on HP with one strike, so be ready for that as well.

The Grunt Mints can be found on this field, so collect a few as you explore. It's useful to practice fighting these various Field monsters. Use your characters' experience before reaching the bottom of this next Dungeon.

DUNGEON, B1, B2

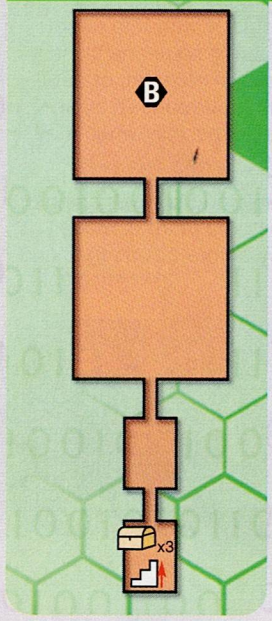




This is one of the more spread-out Dungeons, so check the layout beforehand and explore each nook and cranny before heading down. There are only a few Dungeon Portals; the enemies that appear are only the Undead Voodoo and Magatumkuro. Don't let that stop you from collecting all of the loot scattered throughout the area. Don't sweep through the rooms holding the stairs too quickly—these rooms don't hold any items in most Dungeons, but here many of them hold treasure chests for Kite to loot.

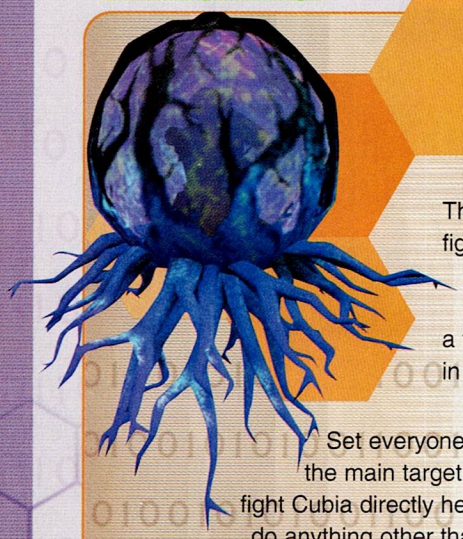
The second floor holds the last of the Dungeon Portals. After triggering the final Portal, head east to loot the storeroom of its items. Head west into a room with a Symbol and trigger it just before heading to level three.

DUNGEON, B1



On the third level there are only a few rooms with a paltry handful of items before reaching the inevitable doorway with the purple flames at its base. Prepare your group by casting Rig Saem or by using a Health Charm on everyone, as well as casting Rig Geam if you have it handy. Use Strengthening abilities to finish up. When you're well-prepared, head through the doorway.

As promised, Kite and his party are met by Aura within a large room at the Dungeon's bottom floor. They are not as alone in their meeting as one might expect. As in a previous Dungeon, Aura takes the Segment that Kite found earlier and makes it a part of herself once more. Just as before, the party is crashed by another entity before Kite and Aura even have the chance to speak—the creature known as Cubia is back, and this time it looks like it's even larger and more dangerous. You don't have too much time to worry however, as the fight starts just after its arrival.



Boss Fight: Cubia

level	—	pp	—
hp	2000/5000	sp	—
element	N/A		
skills	Legion's Reach, Jihad, Ark Bullet, Megiddo Flame		
reward	N/A		

Those who played *.hack//MUTATION* will be somewhat familiar with this fight. At the start of the fight a raised disc appears and your group is confined to this small space, leaving it without much room to move.

There's a short span of time as the fight begins during which to cast a few last-minute spells. The Cubia Core appears and the fight begins in earnest.

Set everyone to "Union Battle" for the duration of the fight. Everyone should attack the main target of the Cubia Core; ignore the other floating entities. You never really fight Cubia directly here—instead you fight against its core. It doesn't attack your group or do anything other than float around the disc trying to escape. As each "section" of the fight progresses, more creatures join in. These can be any (or multiples) of the following: Repth Gomora (cures the Core's HP), Downer Gomora (inflicts status effects), Kill Gomora, (attacks your group), and the Varias Gomora (combination of all Gomora abilities). It may be tempting to take these out, but they have infinite reinforcements and only distract you from the real target: the Core.

The Core begins the fight as a creature resistant to physical attack. Set your party to "Magic" and begin casting your strongest spells at it. Each time you take the Core down a certain number of HP the fight stops for a moment as Cubia itself steps into the fray. At each of these intervals the monster uses one of the following effects: Legion's Reach (a claw descends and does a mere couple hundred damage to each party member), Jihad (bolts of lightning strike your group for constant damage for a few seconds), Ark Bullet (Cubia breathes out energy that strikes for more damage than the Legion's Reach), or Megiddo Flame (hardest-hitting of the attacks as it strikes each party member multiple times for a couple hundred HP worth of damage each time). Still, with strong party members none of these attacks should wipe you out if you heal as needed before each "threshhold" is reached. The Rig Saem spell should help alleviate the necessity for healing. Your characters are constantly healing from the minor damage taken during the rest of the battle and can heal while Cubia prepares to attack.

Boss Fight: Cubia (continued)

There are two "phases" of these attacks. The first time around, the Cubia Core has 2000 HP, and the Cubia attacks come at intervals of every 500 HP lost. During the second phase the Core has 5000 HP and the attacks come at every 1000 HP lost. The attacks aren't the only important thing about these intervals—after each one, the Core also switches resistances, toggling between Physical and Magic. Start out casting spells, but after the first "break" immediately switch your group to Attack, switching back again after the next threshhold is reached.

Once the Core reaches zero HP at the end of the second phase, Cubia roars in pain and soars skyward, leaving the friends shaken but victorious. There is nothing left to do but analyze the events that just took place. The combat is finished for the time being.

As the companions try to recover from the battle and figure out what just happened, BlackRose suggests that perhaps Cubia is trying to prevent Kite from meeting with Aura. There are some confusing bits about that theory, which Kite is quick to point out. This meets with the expected reaction from BlackRose, but there's nothing to be gained by discussing it further at this place. The party quickly returns to the Root Town.

Back in Carmina Gadelica the allies analyze the situation. Cubia is growing along with the party, and it's hard to tell where the growth may end. Kite is worried about continuing with all of the possible forces scattered, so he wants to bring Lios in to help out—something that BlackRose is understandably not happy about. Balmung can see the sense of the argument, so BlackRose eventually must give in. The question remains of whether Lios will accept Helba's help as well, so BlackRose leaves the group to carry out a plan to get the two of them together to hash things out.

Soon after BlackRose leaves, the New Mail icon appears. Head back to the Desktop to see what's going on. After reading the new mail it appears that BlackRose has something in mind but doesn't reveal it. Instead you must check the Board on your way back into The World.

The Gauntlet Thrown

As Kite logs back in to The World you can see that there is a new board message waiting. You won't be able to continue logging in until you check it, so click on the "Board" selection and find the thread in the middle of the list of messages:

BlackRose plans on getting Helba and Lios together by using a bit of psychology to try to gain each of their interest. Paradise, for those who did not play *.hack//MUTATION*, is the hackers' name for the Net Slum. Continue on into The World, where you can find the Heavy Blade waiting.

Kite wonders if the plan will work, and if Lios himself will take the bait. BlackRose seems confident, so add her to your party and head off to Paradise. The address once again is at Λ **Pulsating Truth's Core**. Don't worry about taking along a larger group, since you don't need to fight this time around.

Σ: Pulsating, Truth's, Core

RECOMMENDED PARTY: KITE, BLACKROSE

Lios is there waiting at the entrance to the Net Slum. He's taken the precaution of deleting BlackRose's post at some point after Kite read it, so he assumes that Helba will not make the meeting. His own views of the hackers are less than complimentary, as are his thoughts on Kite's bracelet when the subject comes up. Needless to say, BlackRose has less than complimentary thoughts about Lios, but Helba's arrival puts a halt to the bickering.

True to her hacker nature, Helba not only retrieved the deleted board message, but she absolutely could not pass it up. BlackRose's plan worked perfectly as the two adversaries face each other in the Net Slum, with Kite and BlackRose ready to mediate.

Now that everyone is gathered, Kite continues his campaign to try to win Lios' assistance in his quest. Finally Lios agrees to help the Twin Blade on one condition—that the group defeats the Dungeon at Σ **Sorrowful Sweltering Arena** without the use of Data Drain during the trip. BlackRose isn't at all happy about the last part of the plan but Kite agrees to go along with it, realizing that he must unite all of the forces available in order to save his friend and any others that have fallen into a coma.

With an agreement struck, Kite and BlackRose return to Carmina Gadelica as the new Keyword is added to the Word List. You have an interesting challenge ahead of you, one that must be overcome to continue your progress.

The Challenge Met

Now that Kite has taken up the challenge, head to the Chaos Gate and switch over to Σ Server. Invite BlackRose and Wiseman; Kite is a bit weaker without the ability to use Data Drain. If you picked up an Apocalypse Rod for the Wavemaster, this can help take out at least one of the enemies very quickly, and the healing from the spellcaster at the end of the Dungeon can come in quite useful indeed.

Kite should bring along weapons with both Darkness and Thunder attacks. If you have an item with a long-range Darkness spell, take it. At least one of your characters should have a few Earth element attacks or spells to use. Antidotes, strong HP healing items and Resurrects are good to bring as well, with Restoratives possibly coming in handy if your characters are unlucky enough to be put to sleep.

Σ: Sorrowful, Sweltering, Arena

RECOMMENDED PARTY: KITE, BLACKROSE, WISEMAN

Area Vitals

Battle Level:	62
Element:	Fire
Grunty Food:	Grunt Mints Invisible Egg Golden Egg
Environment:	Scorching
Weather:	Afternoon

Monsters

Field:

Bee Commando
Spark Maiden: Thunder
Undead Voodoo: Darkness

Dungeon:

Bee Commando
Glygon: Wood
Magatumkuro: Darkness
Undead Voodoo: Darkness

Items

Area:		Monsters:
Artisan's Soul	Ice Tiger Hood	Apocalypse Rod
Fireball Storm	The Lovers	Avenger
Flame Blast	The Moon	Blaze Hauberk
Flowing Robes	Resurrect	Blaze Solleret
The Fool	Summon Fire	Destroyer
Frost Hauberk		Dragnir
The Hanged Man		Erling's Spear
Hellstorm		Flowing Robes
Ice Dragon		Lava Greaves
		Sea Greaves
		Virus Core G
		Virus Core H
		Virus Core I

Gott Statue Items

Sonic Gloves
Silver Scarab
Ivory Barette

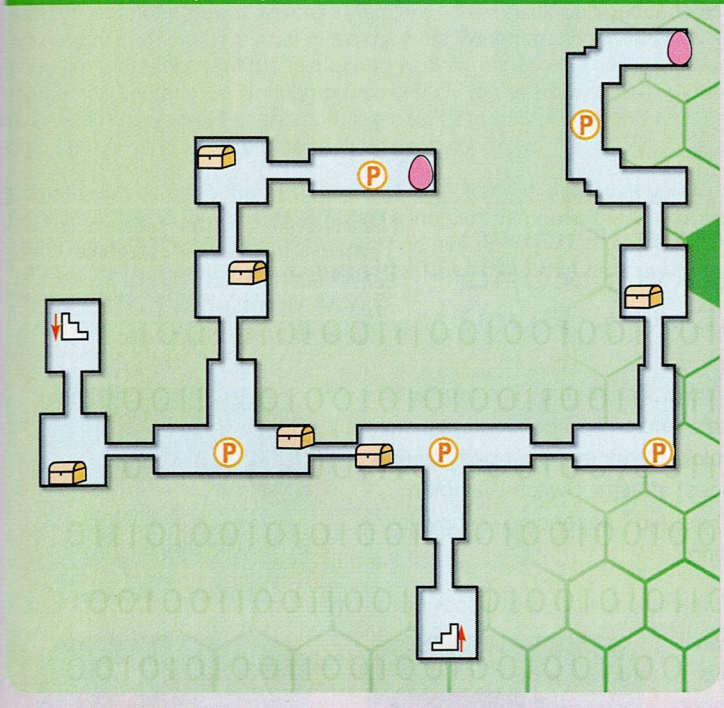
Lios reminds Kite that Data Drain is not allowed this time. Don't worry about accidentally using the skill—there's a lock on it for this Dungeon. After you meet the goal however, you can use the Drain during later trips back to the Dungeon. The Monster items listed above reflect that.

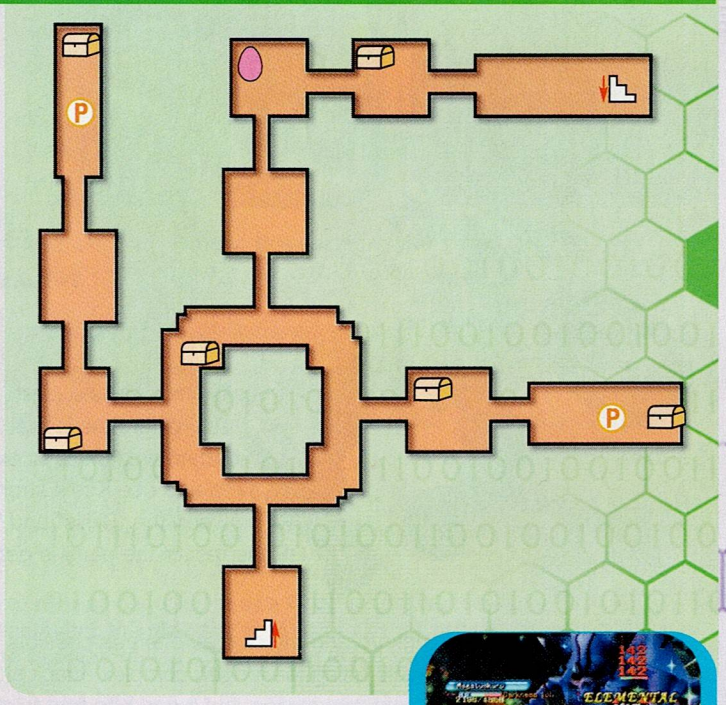
All of the foes on this Field should be fairly familiar. The Bee Commandos are annoying because of their lack of an elemental weakness; use the "Skills" tactic to have everyone attack with their strongest abilities. Both this foe and the Undead Voodoo are still as deadly as ever with their Death abilities, but keep your party from being pinned between them and switch over to "First Aid" for one or all characters as needed.

The Spark Maidens can be tough foes in groups. They pelt your characters with spells, making it hard to reach them. The wide-open area of the Field makes it even harder to get to them, and their ability to put some of your characters to sleep doesn't help. Use spells if you must, and if you can get within weapon-reach of these spellcasters use a Darkness attack from an item (Specter Blades) to make quick work of them. The other option depends whether Wiseman has the Apocalypse Rod; command the group to use Magic to quickly destroy the Spark Maidens. You can Drain the Apocalypse Rod from this very monster if you're lucky, but this doesn't help you on your first trip through the area.

Whether or not to clear this Field is strictly a matter of choice—the loss of Data Drain weakens Kite, but not to the point where it's extremely dangerous to explore every niche of the Field. Grunt Mints were found in areas that you already explored and are less of a lure. There aren't a great number of Symbols to trigger either. Keep in mind that there is a long Dungeon ahead with a tough fight at the end of it, and don't deplete your supplies too greatly.

DUNGEON, B2, B3

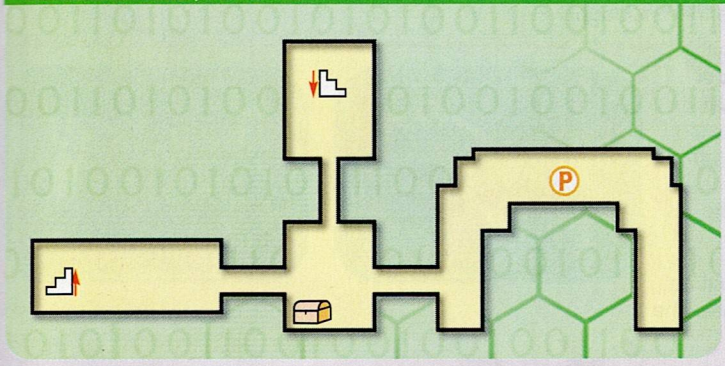




The Magatumkuro joins the fray on these levels. Utilize the same strategies to take it down and use your Thunder attack skills. If Kite or BlackRose take too much damage, have Wiseman switch to "First Aid." The foe hits hard, but not exceedingly so, so don't worry too greatly.

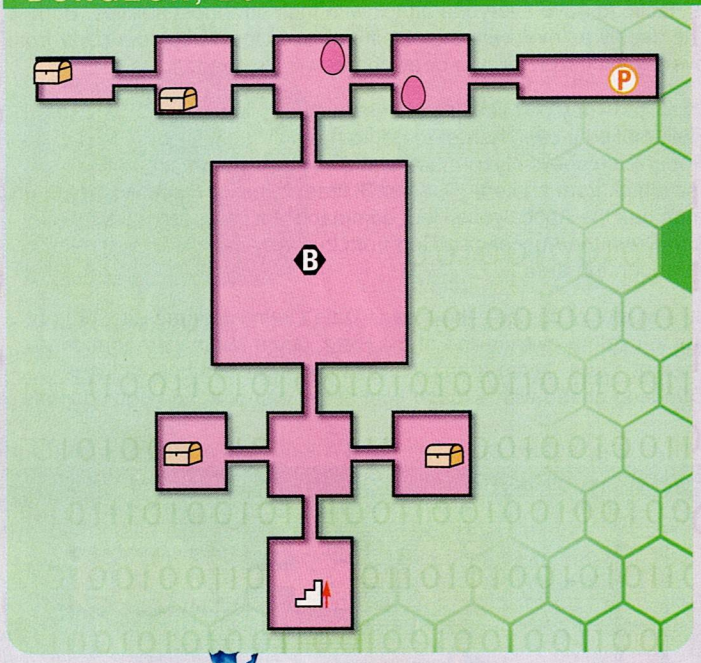
These two floors are more vast than the first, but there is also more treasure.

DUNGEON, B4



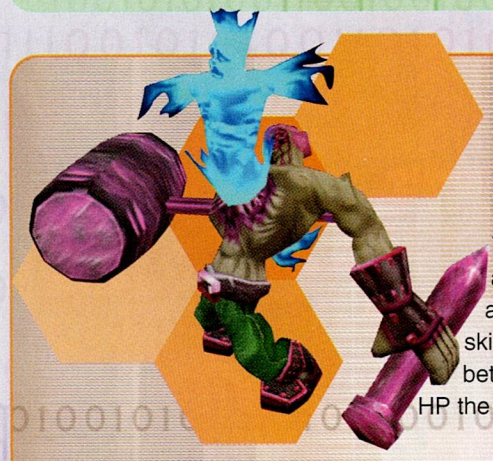
The fourth floor is smaller and contains only one Dungeon Portal off the beaten path. If you trigger it, be cautious—it Portal releases a Glygon with affinity to the Wood element. Set your group to use "Skills," then have Kite heal his allies from afar and cast spells when possible—Earth spells are best. Keep him away from the Glygon's breath attacks and all should be fine.

DUNGEON, B5



At the bottom floor, head east and west to loot a chest from each room, then prepare for battle. Use Strengthening spells and heal everyone completely. Head through the violet-flamed doorway to the long-awaited showdown.

It seems that BlackRose's worst fears about accepting this challenge have been confirmed. The familiar form of a Data Bug-corrupted monster stands within the center of the large room, waiting. Lios, too, stands to one side of the Dungeon, watching. Even with the daunting fight ahead, Kite isn't about to give in without trying—the combat begins.



BOSS FIGHT: MAGATUMKURO (DATA BUG)

level 62	pp —
hp —	sp 625
element N/A	
skills Ani Don	
reward N/A	

The enemy is a corrupted Magatumkuro. The first noticeable difference is that this version has no elemental affinity, and no weakness to exploit. Command your party to use skills and use Kite's strongest attacks. Switch Wiseman between the "Skills" and "First Aid," depending on how low on HP the rest of the party is getting.

Circle around the Magatumkuro and attack it as often as possible while avoiding its own strikes. Avoid using the longer, complex attack skills and stick to the ones that give less strikes, but leave Kite free to dodge.

As the fight continues there's an unexpected effect—while the Data Bug monster should not take normal damage, this one does. Apparently, this foe can be killed in the normal way, although it takes longer and requires more attention than with foes. No Data Drain is required. It seems a bit odd, but this is no time to complain. Keep up the attack, don't neglect healing, and eventually the enemy falls before the onslaught.

As the monster falls even BlackRose can barely believe it; Lios is understandably surprised as well. He expected Kite to use Data Drain and asks why the Twin Blade stuck to his guns and kept up the physical and magical attacks without use of the bracelet. BlackRose challenges him in turn, accusing him of forcing the choice upon Kite, and saying that he knows nothing about their capabilities. Kite reveals a secret about Lios that he was aware of all along.

As everything comes to light, Helba joins the crowd reminding Lios that he lost the challenge and must join the group in its attempt to help cleanse The World of its problems.

Helba's hackers have managed to find out a bit of interesting information. Some of the agencies previously supporting CC Corp, the creators of The World, are planning to turn against the company after all of the recent problems. After coming to an agreement, each party warps out to take care of their own business, and to prepare.

Back in the Root Town, the expected New Mail icon soon appears. The Board has new messages as well— the post from BlackRose is marked as deleted after Lios got to it. There is also a bit of general chatter, as well as one juicy tidbit worth checking out the board for:

Author: Squid Jelly
Message: I've heard as well

Thread: Cursed Area Information

Somewhere in Σ Fleeting Fellow Chaos you hear the clicking of the keyboard... and sometimes... a scream... Oooooooooooooh...

There's least one new Keyword to explore. Head back out to the Desktop, where you can find an e-mail message from Wiseman congratulating Kite on getting all of the various factions to work together. He's still a bit worried that things seem to be working out so closely to the Epitaph of Twilight, even the most current events, but the help from both Helba and Lios should help the group to keep on top of things considerably.

Before heading off to the next Keyword area, keep in mind that you didn't have the chance to gain the items from the Gott Statue in the last Dungeon. There were also various other chests and even a final Dungeon Portal behind the room with the Boss encounter, if you wish to go back through and see what they have to offer. Remember that on a return trip you can actually use Data Drain if you wish in order to claim some of the monsters' prizes.

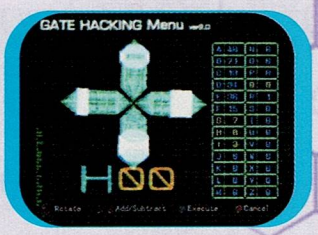
THE MYSTERIOUS CURSE

The only real lead to go on for the moment (other than the higher-level area still on hold) is the cursed area. Put your group together and head out!

For this particular trip Balmung is a perfect choice. He's strong and has plenty of skills and spells available. If you haven't replaced too much of his equipment, he's still got plenty of Water skills available—quite handy in the area to come. A second Twin Blade is a good choice as well. Bring Natsume along to round out the group.

Equip Kite with the Hunting Guard for its Wood spells. Any equipment that allows your allies to use Wood magic can be useful. Balmung should have the Tenkafuubu for Water-based attacks. Kite's Fishskin weapon has the Merrows spell if you wish. A strong Thunder skill is a nice extra, but items with them can be obtained within the area itself. The Specter Blades can be found in the area, but don't count on it. Kite should equip his set (if you have them) and Natsume could use a pair as well.

Healing abilities are a necessity. You should have been able to collect or trade for a few items with spells like Phal Repth, which comes in quite handy. Bring plenty of HP healing and revival items or skills; chances are you'll need them in the upcoming area. Hand out Resurrects liberally, just in case. Bring a few Antidotes for your battle with the final monster.



A Virus Core Q, Virus Core G, two each of Virus Cores H and I are required to open the gate. As long as you've been using plenty of Data Drains in *.hack://OUTBREAK*, this shouldn't be a big problem. If you don't have enough, head back into some of the areas on the current Σ Server to look for them.

Σ: Fleeting, Fallow, Chaos

RECOMMENDED PARTY: KITE, BALMUNG, NATSUME

Area Vitals

Battle Level:	65
Element:	Earth
Grunty Food:	Root Vegetable Immature Egg Golden Egg
Environment:	Leaf Mold
Weather:	Sunny

Monsters

Field:

Dejected: Fire
Earthman Drill: Earth
Org Napylon: Fire

Dungeon:

Acanthaster: Water
Dejected: Fire
Nightmare: Darkness
Org Napylon: Fire
Sand Mountain: Earth

Items

Area:

Aqua Hands
Artisan's Soul
Frost Solleret
Gaia's Spell
Ice Leg Mail
The Lovers
Meteor Strike
The Moon
Sea Greaves
Specter Blades
Stonecall
Stone Storm
Virus Core D
Virus Core E
Virus Core F

Monsters:

Blaze Hauberk
Cave Bear Hood
Dark God's Axe
Fire Beast
Fire Dragon
Lumberjack
Oaken Leg Mail
Seventh Seal
Shin
Spirit Hauberk
Virus Core H
Virus Core I

Gott Statue Items

Spirit Hauberk
Ivory Barette
Scarlet Plate

The Earthman Drill is a nasty foe; it's a very large Earth creature that fights solo. Like the Gaia Turtle, the Earthman Drill has a resistance to physical attacks, but in this case it's difficult to strip away this protection. Employ a magical attack strategy to take it out; set your party to "Magic." Like other Earth creatures, this foe is weak against Wood spells, so start casting. If one of your characters doesn't have good Wood spells, but has decent healing abilities, set them to "First Aid" and let the others concentrate on attacking. Watch out for the monster's strong Earth spells and ability to heal itself using Ol Repth.

Both of the other Field foes are Fire-based. The first of these is the Org Napylon. Like its Wood and Darkness cousins, it heals its comrades using Ola Repth and has moderate attacks. While one Org Napylon isn't too much of a threat, a group of them are trickier to handle since they can surround a character and start attacking in unison. Their ability to heal themselves as a group is devastating. With two or more of them, trying to do enough damage to pick one off before the others heal it can be tricky. Once you command your group to use "Skills," Balmung's Water attacks come into play. Switch your party to the Union Battle tactic to take down one at a time. Have Kite or Natsume heal the party as needed—it's easier with a strong spell like Phal Repth. You may even be able to slip Merrows in now and then.

The Dejected can make things even trickier. Like the Org Napylon, it's from the Fire element, but instead of healing it uses Rip Maen to revive enemies. Focus on killing the Dejected before any of the others—the Union Battle strategy and Balmung's Water-based skills are perfect. Otherwise, stay one step ahead of the foe—fight hard and fast enough to knock down the enemies faster than the Dejected can revive them. Another option is to use Data Drain to turn the other monsters into their weaker Drained forms, a transformation that cannot be reversed using Rip Maen. Be ready to heal often—not only can the Dejected use Rip Maen, but it has strong Fire spells and a moderately strong physical attack.

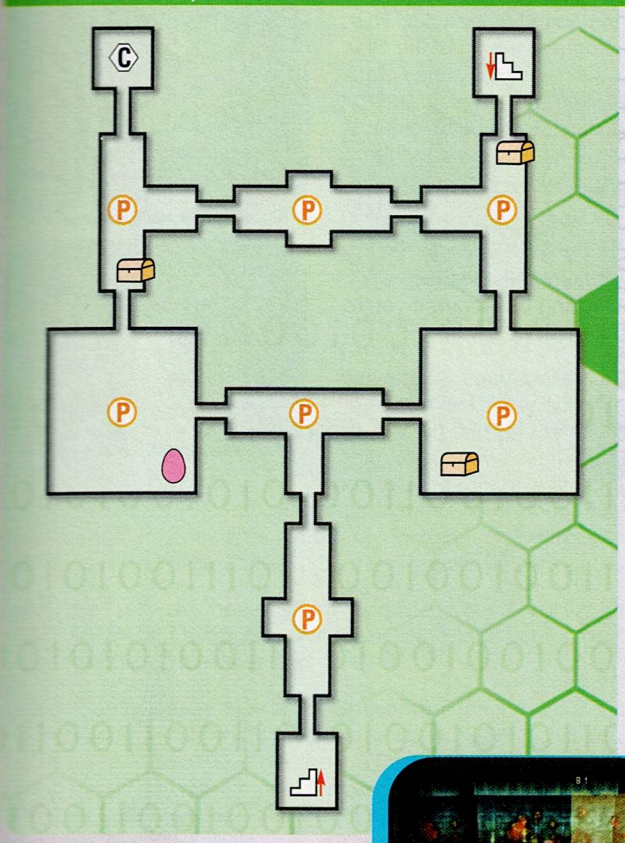
Pay close attention to groups comprised of both Org Napylon and Dejected. While the Org Naplon heals the entire group, the Dejected revives anything that does get killed. Take out the Dejected, or if there are multiple Dejecteds, wear out their SP or use Data Drain to take away their threat without killing them outright. Don't forget to keep your own group healed in the process.

The Equipment You Need

Having each piece of equipment isn't necessary to tackle this area. Data Drain often to collect some of the equipment needed along the way. Multiple enemies (Dejected, Org Napylon, and Nightmare) hold the Shin weapons. A few items that you may find also allow the casting of Wood Spells. Keep using Data Drain when possible to supplement your inventory with better items.

Water-based equipment can be found in the treasure chests in the area. If you need to boost the amount of Water spells, look around this area. At least Balmung has some on his original equipment. The chests can also contain powerful Specter Blades for Kite and Natsume.

DUNGEON, B1

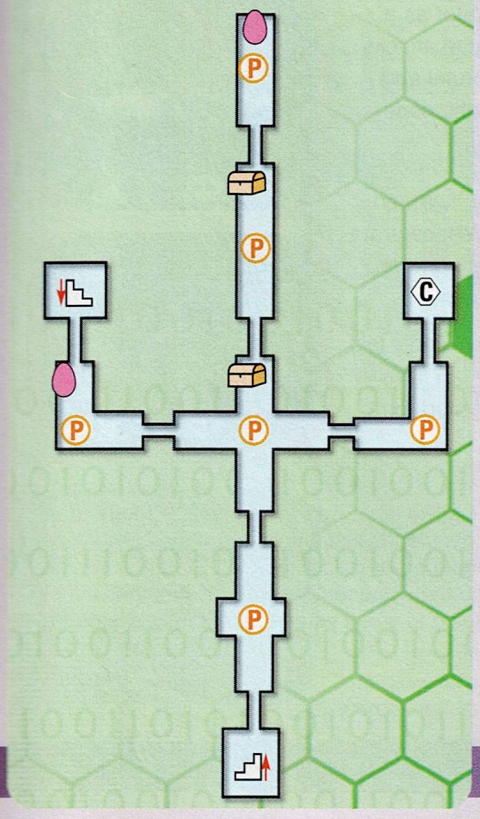


The fights in the Dungeon are tougher than on the surface. The Org Napylon and Dejected are joined by another nasty monster, the Nightmare. This Darkness foe is fast and hits very hard, with the ability to kill one of your allies before you even realize what's happening. The Shin weapon has a very strong Thunder attack; use Data Drain to collect at least two of these weapons for Kite and Natsume. Go to work using the "Skills" or "Attack" tactic once you're ready. Set Balmung to "First Aid" for these fights and be ready to revive anyone that falls in time. If things get too hectic, set the entire party to "First Aid" until everyone can get back up to fighting strength.

Of course, the tricky part is handling combinations of these monsters. Which to kill first? Although the Dejected is a good choice because of its Rip Maen abilities, by the time it's halfway dead the Nightmare may have made short work of at least one party member. The Nightmare is the primary target! Have Balmung use "First Aid" until all of the Nightmares are dead, then switch back to "Skills" along with the rest of the group. The Dejected may revive them, but if you keep at it you should be able to overwhelm even the skills of the Dejected, and keep it too busy reviving to do much in the way of attacking your comrades.

The first Dungeon level is one big loop with a Dungeon Portal in every available room but one (stairway rooms don't contain Portals). Head directly east to take the slightly shorter route to the stairs, or trigger all of the Portals to gain the extra experience. If you don't check the room to the northwest, you miss out on the area's storeroom and a Virus Crystal. Don't worry about triggering every Dungeon Portal for the Books of Ryu at this point—there's one Portal that you can't reach until the second trip through the Dungeon, if you decide to make one.

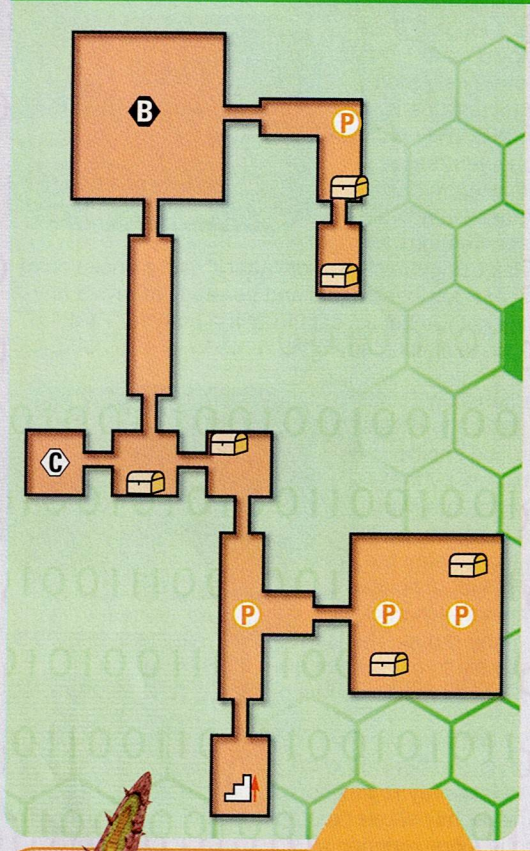
DUNGEON, B2



The Sand Mountain can be found on the second floor. This huge monster shows up alone and is initially intimidating—its tolerance of physical attacks doesn't help. However, it's weak against the Suvi Lei spell found on the Shin weapon. Set your group to "Magic," paralyze the foe, and take it down without giving it a chance to do any damage to your own party. Try to paralyze it before it has the chance to cast Rig Saem on itself—if it manages to cast the spell don't worry. Enough damage can be dealt to overpower the effects of the regeneration. Have Kite cast Wood spells while his allies chip in with their own spells and take the Sand Mountain down quickly and painlessly.

While some of the fights from the other returning monsters are still tough, the floor still warrants exploration. The eastern branch holds the Dungeon's second Virus Crystal, while a **Golden Egg** and a treasure chest are to the north. The stairway is to the west. After looting, head down to the third and final floor.

DUNGEON, B3



This bottom level is where the Acanthaster lurks. This Water-based creature is a stronger version of the Star Eater and like its "cousin," it's weak against the Dragon Rage attack of the Specter Blades. Like the fight against the Star Eater, the battle should be quick and easy if Kite and Natsume use a strong Fire attack to take it out.

Two Dungeon Portals and a couple of treasure chests are in the east room. If the fights to this point have been close calls, consider skipping this room. If you're confident, explore the room carefully.

Head north and west to grab the last Virus Crystal and loot the final storeroom in this Dungeon. The northern passage is clear until you reach the familiar flames and the next Boss. Heal your group, have everyone equip the Specter Blades or other items with Fire attacks and head in.

BOSS FIGHT: STAR EATER (DATA BUG)

level	66	pp	—
hp	Infinite/4530	sp	665
element	Water		
skills	PhaRue Zot, Suvi Lei		
reward	Virus Core I		

This corrupted Star Eater retains its Elemental affinity to Water as a Data Bug, so set your party to "Skills" and have everyone use attacks like Dragon Rage to whittle its HP down. Dragon Rage is brutal and even this Data Bug cannot stand up long before its onslaught, especially if both Kite and Natsume are using it.

This enemy has moderately strong attacks both physically and magically; keep an eye on your party. Set Balmung to "First Aid" and let Kite and Natsume concentrate on dealing out Fire damage. The corrupted Star Eater should reach Protect Break before anyone on your side can fall. Don't let your healer stay paralyzed; use an Antidote or Rip Teyn if you must.

As soon as you see the Protect Break, use Data Drain to strip its Data Bug protection away. Oddly this foe only gives you the **Virus Core I** in return, rather than the special core that you typically get from such foes. After using Data Drain, continue using the same strategy to defeat the non-corrupted form, and the battle should be over nearly as quickly as it began.

With the Boss fight over, Kite still hasn't seen or heard of anything like what was mentioned on the board. Whether it was a hoax, or a mistake, or even whether Kite and his friends just didn't happen to bump into the curse remains to be seen. Kite and his party return to Fort Ouph. In order to loot the Gott Statue or explore the rest of the Dungeon behind the Boss's lair you must return to the Dungeon once more. Whether or not you return to the area, once you are done log out for the time being to see if you can find the next step to take.

As Kite logs out and returns to the Entry Screen, you may note that the "new" icon is sitting beside the link to the board. Enter the bulletin board system, and check the thread titled "Is This an Event Character?" for a new lead:

Author: Miharu
Message: Mysterious Room
Thread: Is This an Event Character?

There was a mysterious room also in: Σ Resonating False Grasslands.
It's protected now, but I've seen it before and wrote it down so I'm pretty sure. But what the hell is it? Is it something they forgot to erase?

While the last lead was disappointing, hopefully this one will turn out better. At any rate it's your only current lead, so it looks like this is where you must go next.

A ROOM WITH A VIEW

With a new lead, Kite can only hope that this time around his exploration won't turn out to be a wild goose chase. Of course this time the board mentioned a "strange room," something that Kite has a lot of experience with thus far, so things seem a bit more promising.

Much like last time, the skills of a Twin Blade come in very handy here. Bring along the other ally of that character class, Moonstone. With two Twin Blades in the party it's good to have a heavy hitter along as well, so bring along Terajima Ryoko.

Equip your Twin Blades with the Specter Blades if you have enough handy. Once again, if you don't have enough you may be able to pick some up in this area, so don't panic. The Dark God's Axe is a good choice for Terajima Ryoko. Give her the Tri-Tips as well if you have it to offer a variety. The Specter Blades should cover some Fire abilities, and the area you're about to visit offers even more Fire equipment through Data Drain. Regardless, bring a few equipment items or scrolls to allow skills of this element just in case. The same holds true for Water-based items and equipment. These can be found mostly in the Field, with just the Fairy Axe being found on the Spin Figure. Bring items with Earth or Thunder spells if you have room, although it isn't strictly necessary. Both Kite and Moonstone should have heavier-duty healing spells and possibly Rip Maen. A few Antidotes or at least one equipped item with Rip Teyn is also handy, and Resurrects are always welcome.

Grab one each of Virus Cores R, G and I and three Virus Core Hs. If you're running low on those Virus Cores, pick some up in the various Σ server areas.

Σ: RESONATING, FALSE, GRASSLANDS

RECOMMENDED PARTY: KITE, TERAJIMA RYOKO, MOONSTONE

AREA VITALS

BATTLE LEVEL:	62
ELEMENT:	Wood
GRUNTY FOOD:	Mandragora Immature Egg Golden Egg
ENVIRONMENT:	Grasslands
WEATHER:	Evening

MONSTERS

FIELD:

Bee Commando
Mugai Wyvern: Water
Spin Figure: Thunder

DUNGEON:

Dark Guru: Darkness
Dejected: Fire
Glygon: Wood
Mugai Wyvern: Water
Spin Figure: Thunder

ITEMS

AREA:

Artisan's Soul
The Hanged Man
Fox Crest
Frost Solleret
Greencall
Ice Leg Mail
Leafblight
The Lovers
Resurrect
Sea Greaves
Smiling Blade
Specter Blades
Summon Wood
Virus Core D
Virus Core E
Virus Core F
Wood Sprite

MONSTERS:

Avenger
Blaze Hauberk
Blaze Solleret
Cosmic Staff
Destroyer
Fairy Axe
Fire Beast
Shin
Smiling Blade
Wolf Crest
Virus Core G
Virus Core H
Virus Core I

As soon as you enter this Field be on your toes. Two Portals are near the entrance point, both of which are triggered by the group's arrival. As soon as you break through the protection of the area, you're forced into a fight with the monsters from both Portals at once. Be prepared! You've fought the Bee Commandos before, although their Death ability still makes them dangerous. Another Field Monster is familiar, although you may not have faced it for a time, while another is completely new. Know these enemies and be ready to face whatever these initial portals throw at you.

The Spin Figure is a familiar form but you haven't fought it for a while, nor with this party. Between this and past areas, you should end up with enough Specter Blades to have a copy for both Kite and Moonstone. Their Darkness-based special attack helps take down this Thunder foe. The Dark God's Axe is also a good weapon against these enemies. Set your party to "Skills." Cast Kite's healing spell from time to time and stay ahead of the damage for your group. Keep Kite away from the others by circling around the foe. This should keep the Spin Figure from attacking too many people too close together and wiping your party out. Use Resurrects or Rip Maen as needed.

The Mugai Wyvern is new, but similar to the previous Miasma Wyverns that you fought in earlier Dungeons. It poisons your party members so have Antidotes or Rip Teyn handy. These foes have high Evasion and take a good amount of damage, but the Dragon Rage attack on the Specter Blades—and any other Fire attacks that you have available—helps shorten the battle. Either set your entire party to "Skills," or set Terajima Ryoko to "First Aid," especially useful if she has a helmet with the Rip Teyn spell on it. Watch out for the Death skill that these flying creatures can inflict from time to time, even more reason to have someone using healing abilities.

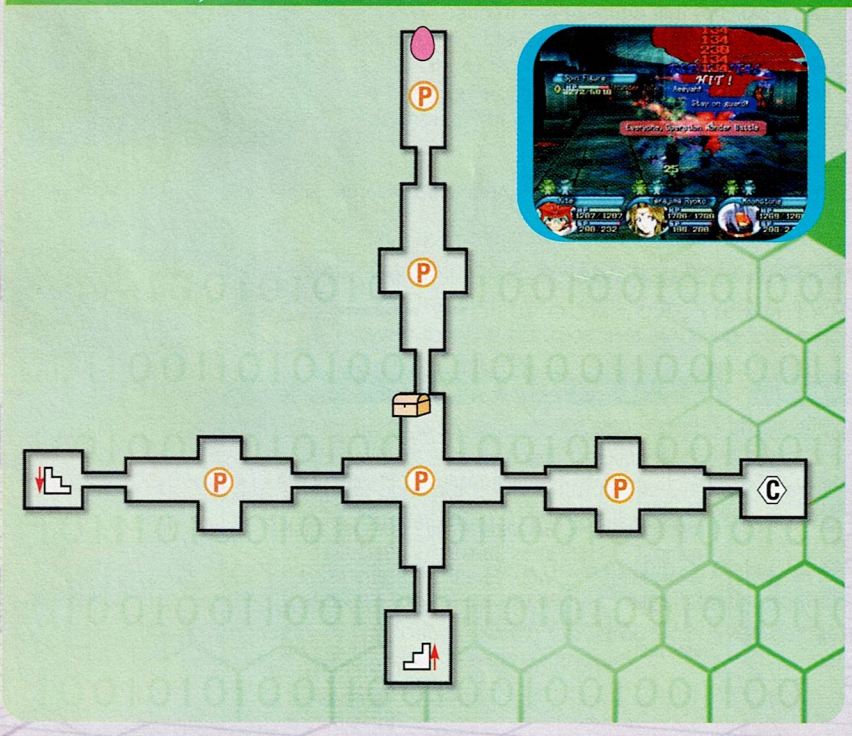
When you're finished with at least the first fight, don't forget to check out the Spring of Myst located to the southeast (just northeast of the Dungeon entrance). If you wish to clear out the Field for fun and experience, hold off on visiting the Spring until you're about to enter the Dungeon since the Spring is so close to the entry. This Spring with Grandpa Lv. 4 can increase your weapons' levels greatly.

Shin to San

If you throw in the Shin weapon that you should have collected throughout the last Dungeon, you get a strong weapon called San in return, a good weapon to have coming up shortly. Hint Hint.

If you do decide to explore the Field in-depth, don't forget to check around the tall pointed towers that you can see here and there on the Field. These may have Mandragora Grunty Food growing by their bases, although they aren't scattered especially thickly on this particular Field.

DUNGEON, B1

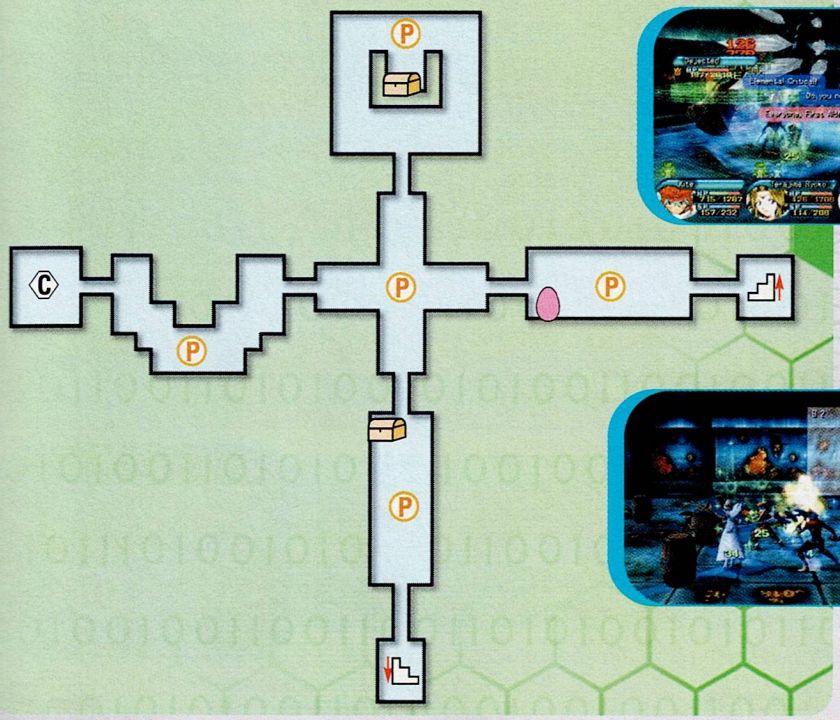


On the first level, the gigantic Spin Figure makes its way into the Dungeon to harrass you in closer corners, giving you less room to dodge. Use the same tactics as on the Field though and you should get through the fight just fine. The Mugai Wyvern joins the fray and may show up in groups mixed with the newcomer for this Dungeon level.

The level can also bring a fight against the Dark Guru—this spellcasting monster is similar to the Forest Hsien, only affiliated with Darkness instead of Wood. Spells are the easiest way to take these foes out—Thunder-based spells work more quickly, but nearly any spell or attack does enough damage to these weak enemies. Although the foes are quick and agile, if Kite freezes them with a spell, his allies can run in to take a few swipes at them, usually more than enough to destroy them outright.

This level shouldn't be too hard; take the eastern branch to grab a core from the first Virus Crystal, then return to the center crossroads and take the northern exit if you wish to trigger both Dungeon Portals on that branch, collecting a **Golden Egg** at the end of it. The western branch holds the stairs down to level two.

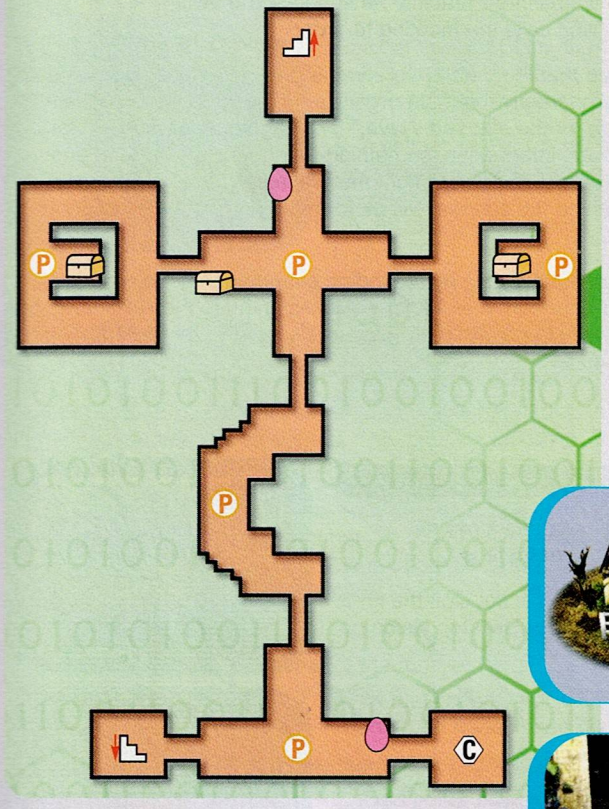
DUNGEON, B2

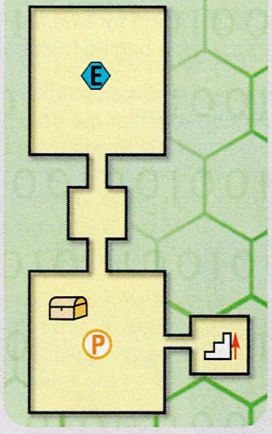


The Dejected makes another unwelcome appearance in this Dungeon, and it's not any easier to handle. Watch out for its nasty abilities and strong attacks, and try to take them out quickly. Balmung isn't around to help out with Water attacks, but if you have the Fishskin, cast Merrow to help damage them. Some of the items found within this area may also help give your group Water abilities to use against these Fire monsters. If you've managed to use Data Drain to collect a Fairy Axe, have Terajima Ryoko wield this as you enter the level and leave any more Spin Figures to the two Twin Blades.

Even with the Dejected around you should still be able to handle clearing out the Dungeon. The northern room holds only a Dungeon Portal and a treasure chest, while at the end of the western passages past one more Portal you can find this level's Virus Crystal and storeroom. The stairs this time can be found along the southern passage.

DUNGEON, B3, B4





On the third Dungeon level, the first passageways to the east and west again have rooms with one chest and one Dungeon Portal each. Farther to the south, the eastern room holds the last Virus Crystal for the Dungeon and the stairs can be found to the west. The fourth floor holds one last Dungeon Portal, with only one chest and a few breakable items to be found for the floor.

Watch out now for the appearance of the Glygon monster. You've fought this Wood-based dragon before, but you should still remember to hold Kite back and cast healing spells for your party, setting the rest to "Skills" or "Attack." It's better if they have any Earth-based abilities. You should get the chance to cast a few spells of your own with Kite in between healing, but just keep an eye on your friends when the Dragon breathes its odd flames, or when it casts its spells on your party.

Once you've finished with the final Dungeon Portal on level B4 head north and through the next small room, breaking the few fragile items on the way past. As soon as the group enters the next doorway it becomes apparent that this last board lead wasn't quite as useless as the previous one seemed to be. There is indeed another one of the strange rooms, and once more a strange voice begins to recite a portion of the Epitaph. This time the portion seems to be centered around the idea of the Wave that is a key to the strange poetic work. When the voice ends its recitation Kite receives **Epitaph 03** for his Key Items, and the group returns to the town. Don't worry—there are no Gott Statues in this Dungeon, so there's no need to make the return trip to clear the Dungeon this time around.

As Kite begins to move around the Root Town to take care of any unfinished business the New Mail icon appears, probably not very surprising at this point. The writer of the message this time is Wiseman:

Author: Wiseman
Subject: Operation

Reflecting on the mistake we made, instead of running the jamming programs on the area itself, we will now try to quarantine the area where we believe the Wave exists. I believe it is the most effective method. I would like to talk about the plan in detail. Please come to the Net Slum.

This is obviously not something that Kite can blow off, so log back in to the World and head off to Λ Server to return to the Net Slum, aka Paradise.

A BRIEF RESPITE

Now it is time to marshal the forces and figure out an effective counterstrike. Kite has to head off to visit the Net Slum again to hold a meeting of the minds. With such a wide variety of forces and talents now under Kite's guidance, there must be some way to halt the infection within The World and rescue the comatose victims!

Since this is only a meeting, Kite should head into the Net Slum alone—you already know the Keyword, so head off to Λ Server and check the Word List. The Keyword has a red check mark next to it so you can't miss it.

Λ: PULSATING, TRUTH'S, CORE

RECOMMENDED PARTY: KITE

The group is assembled and waiting for Kite as he warps into Paradise. As soon as The Twin Blade solidifies in the area, Helba begins to speak, and calls the meeting to order.

Wiseman, the tactician, jumps in to remind everyone that the details were in the previous email, then he asks Helba to explain the assigned roles for the group. Apparently the main organizer of the group, the hacker, quickly gives the assignments. Lios needs to search for the "Cursed Wave," by using some of the CC Corp. resources at his disposal. Wiseman has to analyze the information, something that he excels in. Kite, unsurprisingly, needs to choose a group of characters and take them in to fight the Wave itself. Helba, and any other assistants behind the scenes, will perform the quarantine measures once again.

Wiseman wraps up the meeting by reminding everyone that the whereabouts of the next opponent aren't known yet. As soon as they are found the forces will be called in to do battle, and everyone must be prepared. With that, the meeting ends.

CUTSCENES AND MESSAGES

Back in Carmina Gadelica, Kite has nothing left to do, at least nothing that is part of the main storyline. Perhaps, there is something on the board, so log out to the Entry Screen and check what there is.

The board does has new messages, but it's only chatter about the coma victims and what is causing their condition. No new Keywords or important leads have appeared. Even checking back at the Desktop yields no new information.

When Kite returns to Carmina Gadelica he runs into Elk, looking lost, and standing near the Chaos Gate. Apparently, Elk is looking for Mia and she's missed their meeting. Kite tells Elk that he hasn't seen her either. Elk can only leave, hoping to find her later.

With nothing else left to do, log into Σ Server. This triggers a new mail message and allows you to log back out to your Desktop to see what's going on. In fact, there are two new messages, one of them is from Wiseman:

Author: Wiseman
Subject: Operation 2

Reports from Lios and Helba:

Lios:

There's been a new victim. Judging from the activity in our cover-up unit, this seems to be the real thing.

Helba:

In Σ server, the data volume in Σ Chatting Snaring Twins is increasing. There are no other significant increases, so we should hit this area first.

As you can read from the report, Σ Chatting Snaring Twins seems to be it. I suggest we execute our plan.

Operation: BREAKWATER

Assemble at Net Slum. That is all.

Of course, BlackRose isn't about to be left out of things:

Author: BlackRose
Subject: Breakwater

You read Wiseman's email, right? You'd better take me along on your next mission!

So, it looks like one party member is already chosen for you on the next mission. Now it's time to log back in and prepare for the final showdown. Return to Λ Server and the Net Slum once more.

Λ: Pulsating, Truth's, Core

RECOMMENDED PARTY: KITE

Back at the Net Slum, the troops have been gathered and final plans are being made. BlackRose and Balmung are also present, they are sitting in on the final session. Everyone wants to reassure Kite, but they in turn need reassurance and a few final words from him.

Kite calls the others to all work together in order to stop this Wave once and for all, hence the name of the operation. Everyone responds to his speech and pulls together, so now all Kite needs to do is lead the team to victory. Don't head off for the fight just yet—remember that there is one more area to explore that Kite has put off for some time now. This area can help you gain some extra experience and equipment before the final fight.

The Freed Blade

With the other areas taken care of, and one fight left, this is a good time to explore the high-level area where a strange Red Wand was sighted. This area is also on Λ Server, so you should be able to call up your party, prepare, and head out in short order.

You may be hesitant to take this area on—its Battle Level is listed at 70, probably higher than your own characters. Don't worry too much about the Battle Level, because the monsters found within the area are fairly easy to fight. With the right party, and strategies, you shouldn't have any real trouble. In fact, with careful management a party with 10 level ranks lower can make do, so don't fret.

Balmung is probably still one of the strongest characters, and he works well in a group. Wiseman is good as a third character because some of the foes do hit hard, and the Wavemaster's healing abilities are extremely useful. Give the two allies any items you've got for them—the Apocalypse Rod is useful for Wiseman if you've traded for it, or drained it off enemies from the previous areas.

As far as preparation goes, take items with Thunder and Wood properties. Weapons like the Fishskin or San fit the bill quite well. A Darkness ability of some type is also helpful (the San covers this property). Make sure you also bring plenty of Restoratives for Kite and his friends. Other than that, the usual recovery items, and equipment that allows stronger healing spells for Wiseman is also recommended.

Λ: Stalking, Betrayed, Nothingness

RECOMMENDED PARTY: KITE, BALMUNG, WISEMAN

AREA VITALS

BATTLE LEVEL:	70
ELEMENT:	Water
GRUNTY FOOD:	Cordyceps Bear Cat Egg Golden Eg
ENVIRONMENT:	Snow Field
WEATHER:	Snowing

MONSTERS

FIELD:

Lich: Earth
Skull Devilgon: Darkness
Star Viking: Thunder

DUNGEON:

Dark Maiden: Darkness
Lich: Earth
Skull Devilgon: Darkness
Star Viking: Thunder

ITEMS

AREA:

Bouncer Gloves
Cygnus
Greave Sticker
Hands of Ronin
The Hanged Man
Ice Storm
Kris Armor
The Lovers
Mage's Soul
The Moon
Protect Ring
Resurrect
Summon Water

MONSTERS:

Airy Robes
Cygnus Rod
Five Stars
Heh Heh Heh
Minerva
Phoenix's Fire
Stream Sword
Tri-Tips
Virus Core G
Virus Core H
Virus Core I

When you enter the area, your group finds itself in another snowy Field with the Dungeon far off to the southeast. There are Portals scattered throughout, and while the enemies are high-level, you should be able to handle them. The foes are still going to be somewhat higher level than your characters no matter how long you put this area off. This makes it a great way to get some extra experience before the final battle.

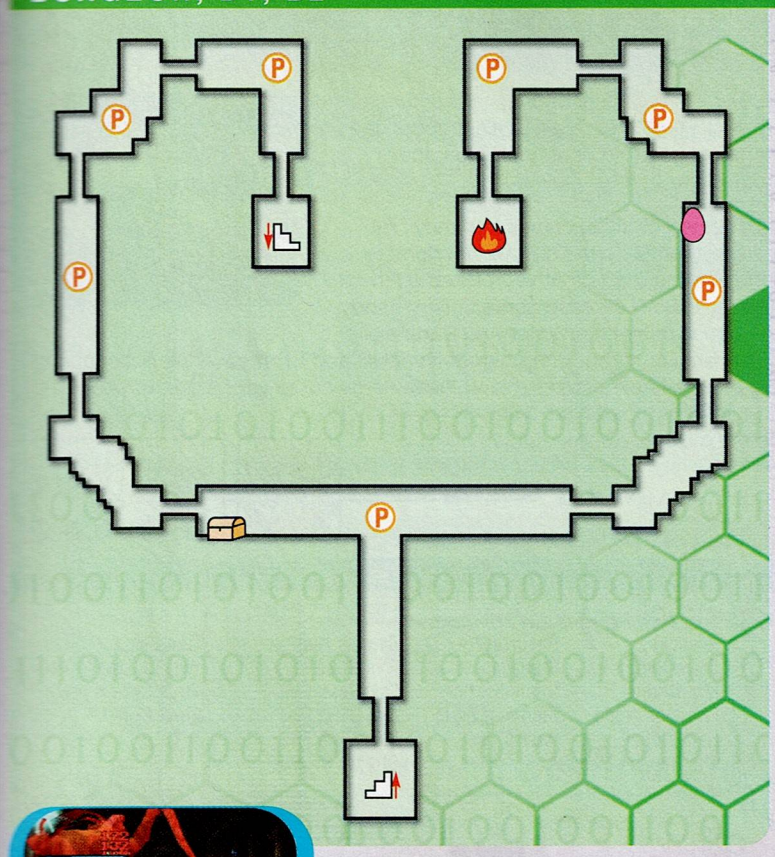
The first of the foes is the large Star Viking, which you may recognize from Kite's confrontation in the Dungeon that Terajima Ryoko took him to some time ago. This Thunder creature can hit hard, but tends to take some time between attacks. Set up your group to use skills until the monster makes its first attack, then when your characters start taking damage switch to Wiseman for "First Aid." You can even use Kite to stay on top of healing. Use Darkness abilities (such as from the Apocalypse Rod or San) to take the foe down quickly. Just watch out for the Star Viking's ability to put your characters to sleep—use a Restorative when necessary.

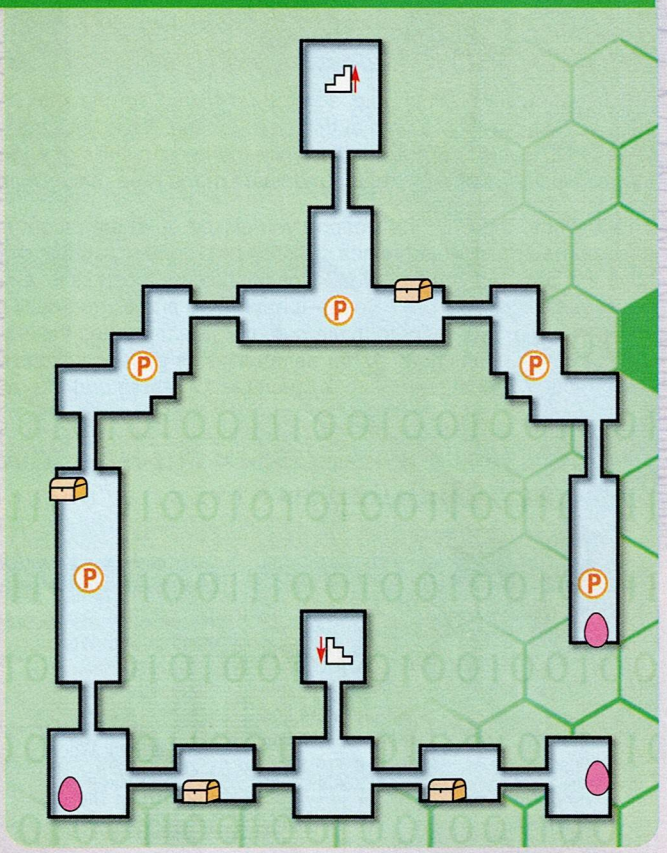
The second Field monster that makes a solo appearance is the Skull Devilgon. This monster is Darkness-based, and it is easily damaged by Thunder skills. Beware of strong attacks from this monster—if your group starts taking damage, set Wiseman to "First Aid." This monster's attacks are a bit stronger than those from Star Viking, so you may need the Wavemaster to take over this task rather than trying use Kite's healing skills.

Probably the most dangerous monsters for the Field, partly because they often show up in groups, are the Lich monsters. These Earth-elemental foes are spellcasters, that pound your group with wide-area Earth spells and freezing them in place. They are also resistant to magic, so you need to take them out physically unless you wish to strip each one of its inherent protection—not a very good idea. The best way to handle these foes is to set your group to "Attack," then immediately set Wiseman to First Aid so that he stands back and heals the damage that your group takes from enemy spells. He won't be very useful in the fight anyway. Try to use Wood attack skills like Gale of Swords or Tempest Strike, which has a good chance of destroying a Lich before the end of the first complex attack. Balmung also does enough damage to keep the other monsters off Kite's back and take them down, but Kite's Wood skill is the main damage-dealer for this fight. Just watch out for the Lich's ability to cast a confusion spell on your allies—immediately use a Restorative to get rid of it whenever you notice it take effect, unless Wiseman removes it first.

When deciding how much of this Field to clear out, remember that this is a great way to gain experience. Consider sticking it out to the end and clearing out each Field Portal, gathering the Cordyceps that you find along the way.

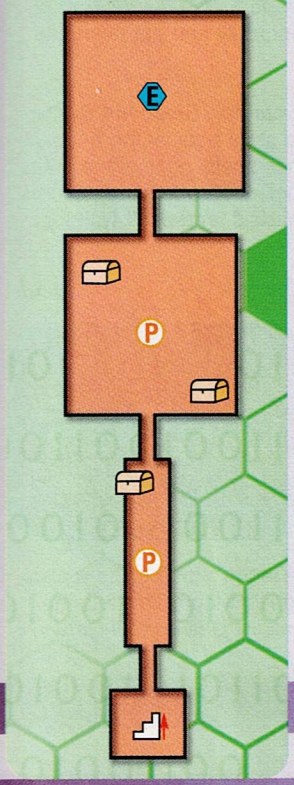
DUNGEON, B1, B2





The three Field monsters make repeat appearances within the halls of the Dungeon's first two levels. Be especially careful of the spellcasting Lich's area-effect spells in these close quarters, and try to keep your melee fighters away from Wiseman as much as possible. At least the cramped battlefield works somewhat in your favor, since it keeps the enemy from running too far away. Otherwise, fight the monsters as you did on the Field. While the treasures within the Dungeon aren't as many, or as good as in some areas, the experience and possible Data Drain items should still be enough incentive to clear out these first levels.

DUNGEON, B3



On the third Dungeon level there are only two Portals to open, and you cannot avoid either one. Don't worry—the only new monster that appears is the Dark Maiden. This creature is another spellcaster, like the Earth Maiden and Spark Maiden, but with Darkness as her element. Your various Thunder skills should be able to take her out quickly, without any real difficulties. Set your group to "Skills." They run out of HP very quickly with Wiseman's spells freezing them in place, and Balmung and Kite taking the fight to them.

After you trigger both Portals and clear out the first two rooms, Kite heads into the next room and comes to a confused halt. The area seems to be an empty dead-end. As Kite turns to leave, a strange light begins to shine, and the red wand that was mentioned on the board appears floating in mid-air. Kite recognizes the wand as the weapon that Skeith, his first major opponent at the end of *.hack//INFECTION*, used in combat. Before Kite's eyes a strange transformation occurs, the wand disappears, a strange figure takes its place. The figure vanishes in turn after communicating its thanks to Kite and rewards him with the powerful **Sora's Blades**. Bewildered, there is nothing left for Kite to do other than leave the Dungeon and return to the Root Town. Don't worry abut returning to the Dungeon, because there is nothing left beyond the room where the wand appears. At any rate, you've got enough of an adventure waiting directly ahead.

THE WAVEBREAKERS

The big showdown coming up, so prepare wisely. You have to bring BlackRose along, and since Balmung is such a large part of the plan at this point (because his skills come in very useful in this area) it's a good idea to have him round out your party. While the healing skills of a Wavemaster seem to be a good idea, the Magic resistance of many of the monsters in the area makes Wiseman more or less useless.

This is where the San, the weapon you picked up at the recent area's Spring of Myst, comes in handy. You need some strong Wood attack skills coming up here, so this weapon can really do the trick. If you don't have the San, but you have the Fishskin instead, it can fill in. Give the Smiling Blade that you picked up in a previous Dungeon to BlackRose—it has Wood and Earth attack skills on it. Both of these come in very handy, as well as Rig Saem. Try to make sure that Balmung has the Tenkafuubu with him. Its Water and Earth skills are extremely useful here. As far as other items go, don't skimp on this last Dungeon. Bring higher-level HP and SP recovering potions, and Resurrects. Make sure you stock up on plenty of Restoratives and at least a few Antidotes. Hand these items out to your allies as well.

Σ: CHATTING, SNARING, TWINS

RECOMMENDED PARTY: KITE, BLACKROSE, BALMUNG

AREA VITALS

BATTLE LEVEL:	69
ELEMENT:	Earth
GRUNTY FOOD:	Root Vegetable Immature Egg Golden Egg
ENVIRONMENT:	Wilderness
WEATHER:	Cloudy

MONSTERS

FIELD:

Hand of God: Wood
Lich: Earth
Stare: Fire

DUNGEON:

Hand of God: Wood
Lich: Earth
Star Viking: Thunder

ITEMS

AREA:

Avenger
Blaze Hauberk
Fire Dragon
Fire Lion Hood
Gaia's Spell
The Hanged Man
Resurrect
Stonecall
Stone Storm
Summon Earth
Wolf Crest

MONSTERS:

Cygnus Rod
Five Stars
Last Tess
Owl Crest
Phoenix's Fire
Stream Sword
Tree Beast
Two Together
Virus Core H
Virus Core I

All three of the monsters in this Field are resistant to magic, which means you've got a lot of physical fighting ahead of you. The first two show up in groups. Combinations of these monsters make it more hectic fight them off, so always be on your toes and ready for anything.

The Hand of God is a Wood monster, much like the Holy Night. All of these foes resist spells, so set your party to "Attack." BlackRose's Smiling Blade comes into play here, because she can use it to attack foes with an Earth skill and damage them due to their elemental weakness. Balmung too can use Gan Revolver on the foes so long as he wields the Tenkafuubu, so let those two take care of most of the toe-to-toe fighting have Kite heal the group when necessary. These enemies can hit quite hard if you give them the chance. If Kite gets taken out of the action, be ready to set the rest of the party to "First Aid" temporarily and get everyone back up to strength.

The Lich is a tough spellcaster, capable of confusing your characters if you're not careful. These are Earth-based monsters, so set your party to "Attack" to let Kite and BlackRose use Wood skills against the enemies. Try to keep your characters spread out, and to keep Liches from casting their attack spells against the entire party. Be ready to revive characters, and don't be afraid to interrupt the Liches' spells with a healing potion if you get the chance. Break out the Restoratives whenever someone becomes confused, and don't wait for it to become a problem.

The third monster is one of the larger foes that shows up alone. The Stare is an eye monster, like the Necrotic Eye or Watcher, and it can get pretty nasty. Its Fire spells are very strong, and it can charm your allies. It takes Water skills to defeat it, so this is where Balmung can really shine. As in previous cases, set your party to "Attack," then set BlackRose to healing or let Kite handle the job. Be very careful and use a Restorative as soon as someone becomes charmed, especially if it's your healer.

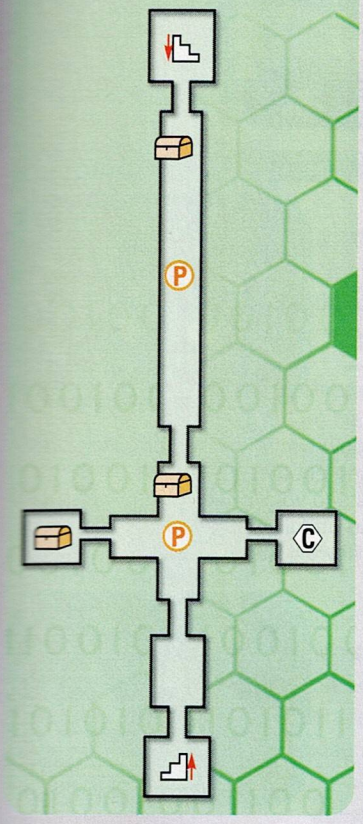
The Stare can be Data Drained for the Two Together, rare Twin Blade weapon. It may not come in handy in this Dungeon, but it's still very nice to have. Use Data Drain or 2128 Drain to receive it. The Stare also holds the Owl Crest. This wonderful helmet can be worn by anyone, and allows the casting of both Phal Repth and Rip Maen. This lets the character wearing it heal the whole party to full (so long as the characters are close together) and resurrect fallen allies. Use normal Data Drain as often as possible, to get one of these helmets for each ally.

WATCH THE WEAPONS

You may pick up the Avenger weapon in this area, and of course it makes sense to give it to BlackRose. This is a higher-level weapon than the Smiling Blade, and it replaces her current weapon, so make sure you manually switch back to the Smiling Blade. While the Avenger is higher in level, it's not as strong against monsters found in this area.

Because the final fight is coming up, it's best to clear the Field and the Dungeon completely. This gives you the best chance of getting an Owl Crest for everyone, along with the Two Together weapon.

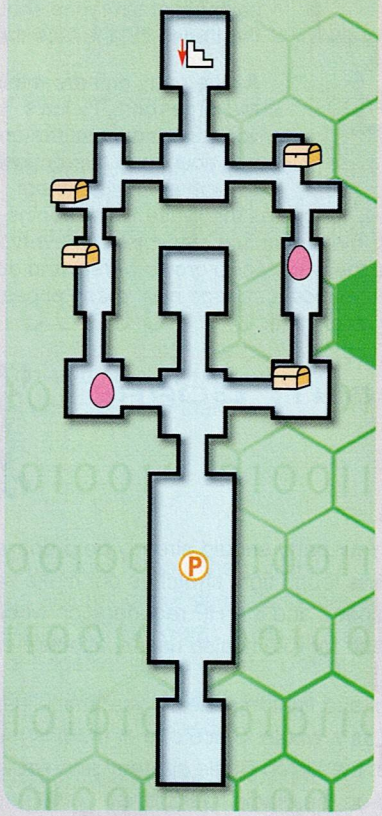
DUNGEON, B1



The fights against the Liches in this first Dungeon level are the same as on the Field, but the limited space makes it easier for them to catch your characters close together. Watch carefully to make sure your whole party doesn't get wiped out at once, and be ready to use healing items liberally. The Stare reappears here, and gives you more chances to Drain helpful equipment from them if you haven't managed to collect it already.

As mentioned before, you should try to clear out each Dungeon level to gain as much experience as possible. The first rooms to the east and west are storerooms, and the northern passage holds the second Dungeon Portal and a treasure chest before reaching the stairs to level B2.

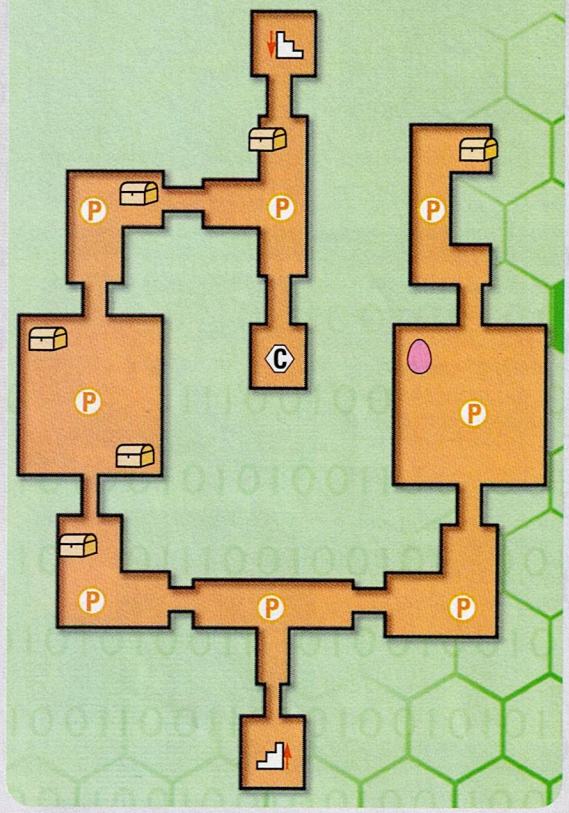
DUNGEON, B2



The second Dungeon level brings another foe that you've fought once before, the Star Viking. This nasty-looking enemy isn't quite as bad as it looks, even with its Thunder spells. Because Kite has the use of the San's Darkness attack (or at least the use of another weapon's Darkness abilities), this time he's using the most useful attack skills. Set Balmung or BlackRose to "First Aid" after setting the party to "Skills." This time the foe is not resistant to magic or physical attacks, so either of them can use Darkness abilities. This foe can put a party member to sleep, so you may use up many of your Restoratives.

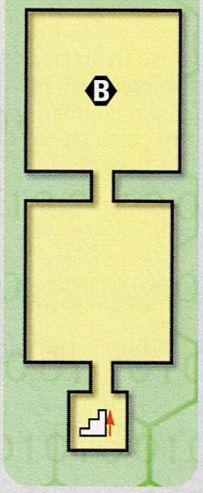
This Dungeon level isn't hard to clear out, because there is only one Dungeon Portal that you cannot avoid. The rest of the rooms are Portal-free. There is a storeroom to the north in the center of a ring of rooms leading both east and west. Make sure you collect all of the items from this circle of rooms, then head back north where you can continue on to the stairs leading further down.

DUNGEON, B3



The third level finally contains more Dungeon Portals, so gain all the experience that you can squeeze out of the area. Make sure you take the eastern path first, because the west leads to the stairs. You'll have a lot of backtracking to do if you want to go back and clear out the eastern side. None of the foes are new and this level that holds the last Dungeon Portals, so get extra levels here while you can. When you've finished exploring, head on down to level B4.

DUNGEON, B4



Just out of the stairway on this last Dungeon level you can see the familiar purple flames ahead of you, so prepare your friends for one of the most important fights of their lives. Don't hold back—use all of your strengthening spells, and it's best to use a Speed Charm on Kite, to allow him to maneuver quickly and freely on the battlefield. Hand out a few Antidotes, Restoratives, and Resurrects to your allies. It goes without saying that everyone should be fully healed before you cross the threshold and face the newest foe.

As the party gathers within the large room, Helba's voice confirms that the area has now been quarantined. The others declare themselves ready to fight as the White Noise begins, and marks, the quarantine measures. As everyone waits while the white noise grows worse, and during the disturbance a strange new shape appears—Gorre, the Machinater.

Boss Fight: Gorre

level	—	pp	—
hp	Infinite/6000	sp	—
element			
skills	Creeping Murder		
reward	Virus Core V		

Your party should already be prepared with strengthening skills. As this tough fight stretches on, make sure you refresh the increased speed and the HP regeneration whenever it runs out. SP regeneration for Kite is also useful, although not quite as vital.

Note that this monster functions as a pair of monsters that travel and fight together. If you attack just one of the pair, and use Data Drain against, it affects the Gorre as a whole. Since one of them is resistant to magic and the other is resistant to physical attacks, select the Union Battle strategy and set your party to the "Attack." Use Kite's attacks to get your party started on the magic tolerant half of the pair. With the party you've got, it's easier to focus on physical attacks than on spells. This way, even if Balmung and BlackRose run out of SP they can still continue to attack.

Boss Fight: Gorre (continued)

As soon as you have your pair of allies attacking the right monster, pull Kite back out from the other two and keep him there. Many of Gorre's attacks hit a wide area and are very strong. If you keep your party close together you risk having everyone wiped out at once. Have Kite heal the other two when they start taking damage, or come under the influence of status effects, and keep an eye on your status icons and renew them often. If the monsters attack Kite and knock him out, set the others to "First Aid" until Kite is back on his feet, then reset the normal attack strategies Then you can renew Kite's SP with an Artisan's Soul, and restore his beneficial effects.

Gorre's normal attacks consist of rising up into the air, then slamming down against the ground again, damaging anyone too close to him. Keep Kite and the party out of the blast radius of this ability. You can heal them up when they get hit, or save the SP and allow Rig Saem to heal them up gradually—just be ready to resurrect your friends if Gorre follows up with one of his stronger attacks!

Like the previous major boss fight of this type, Gorre can cast various status-affecting spells against one character at a time. A quick Antidote or Restorative can take care of this immediately. If Kite is the one affected, you can set his friends to "First Aid" to recover his status.

One of Gorre's nastier attacks is Creeping Murder. This ability does a very high amount of damage—possibly over 1000 HP worth—to everyone within a certain radius. The damage is greater against party members close to the monster when it goes off. This attack is one of the main reasons why you're holding Kite away from the others. If your party has taken a minimal amount of damage previously, it can be wiped out in one strike if it's grouped too closely together. Recover the group with Phal Repth as soon as this attack is over, and revive any characters that can't withstand it.

Blade of Scheme is another nasty attack, but it only affects those caught between or very close to the monster's halves. Here the two halves of the foe spin around quickly, and do repeated damage to the characters between them. While each blow only does around 100-200 damage, the accumulated damage is enough to kill any of your characters outright. The amount of damage again increases the closer the character is to the center of the two monsters.

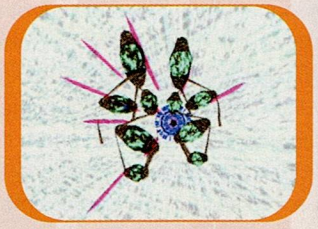
The Flare of Conspiracy also does a high amount of damage, around 1000 HP or more, but it only singles out one character standing between the pair.

Of course, this wouldn't be a true final Boss fight without the possibility of being Data Drained. This does a large amount of HP damage to the character and it heals Gorre, usually around 700 HP worth. It also inflicts the party members with a slew of negative status effects. Use a Restorative immediately, then use an Antidote on the affected character. Set the party to "First Aid" temporarily if Kite is Drained.

With the hefty damage dealt by the foes at steady intervals expect to use Resurrect and Rip Maen a lot, and heal up SP after death with the Artisan's Souls. Use your party's physical attacks to bring the monster down to Data Break after a long, but manageable battle. Don't get too cocky—keep Kite away from the rest of the party!

Boss Fight: Gorre (continued)

Keep a very close eye out for Gorre's Protect Break—you don't want to miss it, because this would make for a very draining battle! When you see the "Data Drain OK" message appear, waste no time in using Kite's bracelet against the pair. If you Drain one, you Drain both, and the fight gets easier as long as you don't get overconfident.



The Drained version of Gorre can still use the normal "slam" attack of its first form, it also continues to cast negative status effects. It also casts a number of strong area spells, but as long as you heal your group between each attack you don't need to worry too much about keeping Kite separate from the party. At this stage Gorre loses his ability to use his dangerous HP-dealing skills.

Gorre also loses his resistances to the two-attack types over time, so keep your party on the "Attack" setting or change it to "Skills". Have all three characters attack the monsters continuously. The two "sides" of the monster share their HP, so don't worry about focusing the attack on one or the other. Keep up the onslaught, and the second form of the monster falls very quickly. Leaving your friends with a great victory.

Aftermath

Like the previous two volumes, we won't spoil a hard-earned ending for you—just sit back after your victory and enjoy the fallout for yourself. Remember to wait for the credits to roll, so you can create a save file with the Data Flag for volume four, and collect your rewards for finishing the game. You can also continue your quest at this point to gather more experience and equipment for your characters, or finish up any side quests left undone. Check your mail and the boards for a few more areas to complete before truly finishing the game. Happy hacking until volume four!

SIDE QUESTS

Like the previous games, *.hack//OUTBREAK* contains new side quests that you undertake for fun and prizes. These are Dungeons that you gain access to during the course of the game that aren't required to complete the story. Those Dungeons are included in the main walkthrough. This section covers the Goblin Tag games, the Flag Races, and the bonus Dungeon. The "out-of-the-way" scenarios are covered in the "Secrets" section.

In this section there are tips on completing the side quests, which allow you to defeat all aspects of the game. The main content of this section concerns what you can access in .hack//OUTBREAK for the first time, although we also include a small bit of information on side quests in the previous games. For the most part they are still available for new players to tackle here and now.

GOBLIN TAG

Newcomers to *.hack* can find a message on the message boards that challenges all comers to a game called "Goblin Tag." After you defeat one Goblin the next challenges you via the message boards until you defeat them all.

.hack://INFECTION has the first five Goblin Tag challenges, while *.hack://MUTATION* has rounds six through ten. The general idea behind each round is the same—defeat the goblin by taking it down to zero HP. Of course the goblins get faster, and some have other advantages to work past. Goblin Tag can be a lot tougher than it sounds.

ROUNDS ONE THROUGH FIVE

The first five rounds of Goblin Tag are pretty. The best tactic for all of these rounds is to use a Speed Charm, to match the speed of the goblins, then just whittle the opponents down with physical attacks. Although you can't use elaborate physical attacks against later goblins, with these five it's often the best attack method. It may be a good idea to get a Wood-based attack skill and use it against the goblin named Albert. More complex skills are required in order to keep on top of Martina's HP regeneration. The rewards for these rounds of Goblin Tag are the normal **Goblin Set** (Cap, Gloves, Mail, and Boots) and the **Imp's Pin** that allows Kite to use the Summon Goblin skill.

ROUNDS SIX THROUGH TEN

In these rounds things become less straightforward. The Speed Charm is still useful, but the goblins no longer freeze up when you use complex attack skills after the fifth round. Most of the enemies can be taken down with Wood spells or scrolls, but some require the use of second level or higher spells to be taken down quickly. You need to remove Martina R's Magic Tolerance by using Beast's Bane or Dek Vorma. Then put her to sleep using The Moon, or a spell such as Mumyn Lei. This doesn't last for long, but it buys you enough time to use strong spells against her. The rewards for the next five rounds of Goblin Tag get you the **Goblin A Set** and the **Imp's Praises** Key Item. You can use these to perform a powerful summon spell.

ROUND ELEVEN: STEHONEY T

Σ: DETESTABLE, GAMBLER'S, SUNNY DEMON

AREA VITALS	
BATTLE LEVEL:	52
ELEMENT:	Fire
GRUNTY FOOD:	Twilight Onion
ENVIRONMENT:	Scorched
WEATHER:	Cloudy

MONSTERS

Stehoney T (X 3)

ITEMS

Goblin Cap S

Kite warps into a bit of a surprise after reading the message on the board that challenges him to another round of Goblin Tag. For the first time there are multiple goblins on the Field waiting for him. These three goblins are "clones" of Stehoney T, and you must defeat all of them to win the challenge.

These goblins are very fast and they don't have an Elemental affinity or weakness this time around. These goblins don't even freeze up when you cast spells on them. By the time a high-level effect goes off, the goblins are usually long gone. The same holds true for attack skills.

Luckily, these goblins can be put to sleep with a copy of the magic scroll "The Moon." If you use this scroll, you can pound on them physically for a while before they wake up. Run up to them as quickly as possible by using a Speed Charm on yourself. Even though the goblins are quick they take damage easily, so you only need a few scrolls to take all three out.

If you don't have these scrolls to spare you can use a Speed Charm on Kite, and chase them down. It takes a while to whittle them down, because the goblins out of Kite's reach have a chance to stop and cast healing spells on their comrades. Because they move fast you should use a long-reach weapon, such as the Crimson Raid, to get the best strikes at them. However, this is not recommended because they are extremely hard to hit.

When the third goblin falls, Stehoney T accepts his defeat and rewards Kite with the Goblin Cap S. This item is part of a rare set that has great power when combined; so don't get rid of it. Wander around the Field and collect the plentiful Twilight Onions that you can find scattered around before heading back to town. If you've raised a Noble Grunty on Σ Server, you can use the new Grunty Search function and have it take you directly to the clusters of food.

ROUND ELEVEN: JONUE T

Σ: Detestable, Gambler's, Messenger

AREA VITALS	
Battle Level:	52
Element:	Water
Grunty Food:	White Cherry
Environment:	Snowfield
Weather:	Snowing

MONSTERS

Jonue T (X 3)

ITEMS

Goblin Mail S

When you check the boards after defeating Stehoney T, you should have a new message waiting for you:

Be forewarned—this challenge is tough! Bring along Speed Charms, and a few Warrior Blood potions. You should also equip your strongest physical attack weapon.

This time around the three goblins are all just as fast as Kite in a straight run—even when he uses a Speed Charm. This time the goblins take very little damage from spells. They also resist paralysis, sleep, and other spell effects.

The trick to this battle is to speed Kite up to match the goblins' speed, but don't chase them. Instead, run parallel to one goblin at a time and entice it to circle around in front of Kite. Whenever it does, seize the opportunity to take a quick swipe at it with your weapon. This method takes quite a bit of patience, and some time. The other goblins on the Field may take a chance to cast Repth on their comrade as he runs by. Bit by bit you can take each one down. If you keep a Warrior's Blood on Kite at all times, this process goes a lot faster as each strike does more and more damage.

You may need to use more than one scroll and potion over the course of the fight, but keep at it. When you finish the battle you receive the rare item **Goblin Mail S**, hold onto this for later.

Once the fight is done take the time to gather the White Cherries from the Field and trigger any Symbols that you come across. There's nothing left to do but return to town and await your next challenge.

ROUND THIRTEEN: ZYAN T

Σ: Detestable, Gambler's, Scent

AREA VITALS	
Battle Level:	54
Element:	Water
Grunty Food:	White Cherry
Environment:	Snowfield
Weather:	Snowing

MONSTERS

Zyan T (X 3)

ITEMS

Goblin Gloves S

Once you've defeated the eleventh round of Goblin Tag you must wait until you finish your travels with Piros into Σ Dying Windmill's Neigh before you receive the next challenge. After that point, a new board message finally appears:

The goblin trio is eager to jump into action once you are on the Field that Zyan named. This fight is very much like the previous one. The same general tactics are required—the goblins are immune to magic and move extremely fast. You must use a Speed Charm to speed Kite up, make use of any other attack-increasing abilities that you can, and try to cut the goblins off on the corners. Use the strong physical attack of the Sora Blades for the most "punch" per attack. In the likely event that you don't have them, you should stick with your strongest physical weapon.

During the fight, steer the goblins away from their comrades—Zyan T likes to cast Repth on an injured clone when he has an opportunity. It can be maddening to have a goblin down only to have its cohorts heal it before you can strike at it again. These goblins can also cast a curse upon Kite to lower his SP, but this isn't a big deal because you shouldn't be using many spells or skills during this fight.

Your best bet this time is to catch the goblins when they cut a sharp angle to avoid a landmark, but this can make things more difficult if the goblins use the landscape to hide briefly. Remember to pull the camera back to keep an eye on the quick and agile goblins.

Once you do manage to defeat all three of the speedy goblins, you receive the **Goblin Gloves S**. This item is the third part of the rare set. Stick around after the fight to collect White Cherries if you need more of them, or head out and take care of the rest of your business while you wait for the next challenge.

ROUND FOURTEEN: ALBERT T

Σ: Detestable, Gambler's, New Truth

AREA VITALS	
Battle Level:	56
Element:	Water
Grunty Food:	Mushroom
Environment:	Leaf Mold
Weather:	Raining

Monsters

Albert T (X 3)

Items

Goblin Boots S

You don't have long to wait for the next challenge. It crops up on the message board after you defeat Zyan T.

Once again you face the helm-protected golden goblin, this time in triplicate. Albert's challenge gets a bit trickier in some ways, but in other ways it's easier. You don't need to figure out the right angle to use to approach the goblins, but you have other problems that you need to deal with.

Instead of casting healing spells or status ailments, this time the goblins cast attack spells at Kite. On the bright side, the spells are very weak—they're no danger to Kite at all even after multiple castings. A Rig Saem or Health Charm at the beginning of the fight can completely take care of any damage as it occurs. The downside of the goblin's spells is that they have a freezing effect—which means that trying to simply run the goblins down, even at an angle, is out of the question.

Even though you're not doing a straightforward chase, use a Speed Charm and any attack-enhancing abilities that you have. The trick is to inflict the goblins with status ailments. They are susceptible to being charmed, but the effect doesn't last long enough to really do you any good. They are also weak against the sep effect, and while this only lasts a short time, it lasts long enough to get close to the goblins and attack a few times before they wake up and run away. Be prepared to use a lot of Moon scrolls (to put the goblins to sleep) during the course of this battle.

Of course, even putting one goblin to sleep does not keep its siblings from casting spells at you. You don't have time to put them all to sleep and still attack, so try to get as close to the goblin as possible before putting it to sleep. If you time it just right, you'll be able to ride out one spell, run up to the sleeping goblin, and get in a few whacks. The Speed Charm really helps with this, even if you're not chasing the goblins down. Naturally, the whole process gets easier as you manage to kill one goblin, then another. Eventually the last goblin falls before your onslaught, and you're left with only one Goblin Tag challenge to go.

Your reward is a pair of **Goblin Boots S**. Store them along with the others, and bide your time until the next round. Don't forget to pick up a few Mushrooms as a bonus reward.

ROUND FIFTEEN: MARTINA T

Σ: Detestable, Gambler's, Gate

AREA VITALS	
Battle Level:	62
Element:	Water
Grunty Food:	Oh No Melon
Environment:	Desert
Weather:	Sunny

Monsters

Martina T (X 3)

Items

Imp's Cross

The fifth round of Goblin Tag for this volume of *.hack* does not begin until you've completed the game and received the special Data Flag. At this point, as long as you've already defeated rounds eleven through fourteen, you see the following message on the board:

For this fight bring along a lot of copies of The Moon and Beast's Bane scrolls, or items that allow you to cast the similar Dek Vorma and Mumyn Lei spells. With them, the fight can go relatively smoothly, but without them you may not be victorious. Also, take along at least one or two powerful spells. Speed Charms are always helpful in these fights, as well as a few strong scrolls, and some SP healing items are also good for backup.

The challenge begins as Martina T taunts Kite and promises to show him real golden goblin power. The three goblins begin darting around the Field as usual, and this time they are both very fast and resistant to magic. These goblins are also very difficult to damage physically, since they can cast Ol Repth to heal themselves and each other. Trying to whittle down these baddies in a straightforward fight just isn't going to work.

To defeat these foes, choose one to work on at a time. Use the Beast's Bane scroll or Dek Vorma in order to strip away its magical protection—this should only take one or two tries because the goblins are pretty vulnerable to this tactic. Then alternate putting the goblin to sleep and casting a strong damage spell on it.

You only have time to cast one spell on a goblin before it wakes up and runs off again. Because the goblins also heal each other, you need to make sure you keep up a steady stream of hefty damage to take the goblin down in HP more than it's being healed.

Because the monsters are fast, a Speed Charm can come in handy to run close enough to cast a spell or recite a scroll on a goblin if it gets too far away. Rig Geam is also very helpful, because you expend a lot of SP quickly if you don't use spells. As it is, you may still need to use a couple Mage's Souls or Artisan's Souls.

If you run out of The Moon scrolls, and don't have a backup spell to put the goblins to sleep, you may still be able to pull the fight off if you've gotten rid of one or two of the goblins already. Without the use of Dek Vorma, or the Beast's Bane scrolls, it becomes a lot more difficult. Make sure you're well supplied before taking on the fight!

Remember to be patient and focus on one goblin at a time. If you do this, they finally fall. You can make the fights a lot shorter if you have a very strong spell such as Merrows or Lanceor. As the last of the three goblins fall, Martina's voice asks once more if Kite would like to be a goblin. She finally gives in and rewards him with the **Imp's Cross**. If you equip the four Goblin S series items, while you have this Key Item, you can summon the Goblin King into battle as a powerful non-elemental spell. Don't forget to pick up a few Oh No Melons from the Field before leaving to try out your new toys.

Optional Area

Defeating the final boss and clearing the game gives you a new area to explore once you gain the Data Flag for *.hack//OUTBREAK*. You can gain new items, get more experience for your characters, and explore a new area to uncover more secrets.

The party at this point is pretty much up to you, but make sure you bring someone along with Wood attack skills. One really good party is made up of Balmung and Moonstone, especially if you have an extra San weapon for the other Twin Blade. Feel free to substitute in this bonus area that's here for your exploration and enjoyment. Wiseman, for instance, might come in handy for his healing. However, he may not be a good choice because he isn't as good in fights against the magic tolerant creatures that show up here. Take along your favorite characters, and have fun with it!

Your characters should bring weapons with Wood and Darkness attacks. Thunder spells are also helpful, but any spells can do in a pinch. Make sure that Kite is equipped with the strongest healing item that he can get, preferably an Owl Crest that allows the use of Phal Repth and Rip Maen, and strong healing on your support characters is also recommended. Bring along plenty of strong healing items and Resurrects as well, since you may need to heal or revive quickly without the lag-time of a spell. A good amount of Restoratives may also be needed for the Dungeon itself, and SP recovery items are good for the final fight.

This area is protected by one of the Gates, but the only Virus Core needed is the Virus Core V that you received at the end of the final fight. Use it to unlock the gate and you are on your way to the bonus area.

Λ: Pulsating, Sea of Cloud, Whale

RECOMMENDED PARTY: KITE, BALMUNG, MOONSTONE

AREA VITALS

BATTLE LEVEL:	70
ELEMENT:	Water
GRUNTY FOOD:	Bloody Egg Golden Egg
ENVIRONMENT:	Sky Creature
WEATHER:	Sunny

MONSTERS

FIELD:

N/A

DUNGEON:

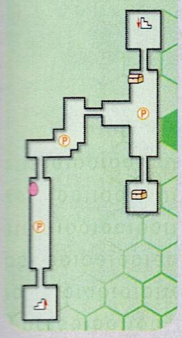
Dark Maiden: Darkness
Lich: Earth
Star Viking: Thunder

ITEMS

AREA:	MONSTERS:
The Devil	Airy Robes
The Fool	Cygnus Rod
Ice Floe	Five Stars
Ice Strike	Heh Heh Heh
Ice Storm	Phoenix's Fire
Mage's Soul	Stream Sword
Quakebeast Fur	Virus Core G
Storm Bracer	Virus Core H
Thunder Armor	Virus Core I
Thunder Cloak	
Thunder Gloves	

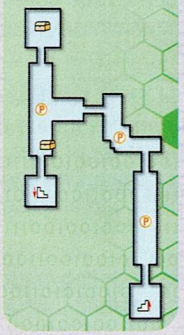
The Dungeon is only a short run away from your entry point. The area has no real Field to speak of. There isn't any Grunty Food to collect here, and there aren't any Field Portals to trigger. Just run directly along the short walkway and through the hole to enter the Dungeon.

DUNGEON, B1



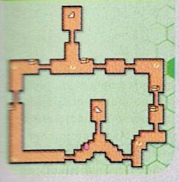
The Liches and the Dark Maidens that you've fought before reappear in this area. Remember to set Balmung to First Aid as you fight the Liches, and keep an eye on him to make sure that you don't need to use a Restorative to get rid of confusion. The Dark Maidens are best attacked from afar with Thunder spells. Restoratives may be handy because these foes can put your party members to sleep.

DUNGEON, B2



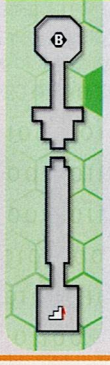
The Star Viking makes another appearance here, so use Darkness abilities to take it down fast. Between Kite and Moonstone these monsters should be well covered. Either set Balmung to First Aid, or try to get the fight done quickly so you don't need to use healing. The layout here is pretty much the same as level B1. The layout is short and sweet with a storeroom and a stairway leading to the third level just off to the north.

DUNGEON, B3



The map this time around is a little larger. It forms a circle of rooms with five Dungeon Portals. The reasons for tackling this Dungeon are to gain experience and equipment, so there's no reason to avoid any of these areas. Travel the entire circle and gather items as you go. The monsters here are the same ones that are on previous levels, and these Portals are the last for the Dungeon. Clear them out before heading down to level B4, the final floor.

DUNGEON, B4



The boss monster's lair is the only feature on B4. Prepare everyone with strengthening skills and head in to teach the creature a lesson that it won't forget!

Optional Boss Fight:

level	70
pp	—
hp	9999
sp	705
element	None
skills	None
reward	Golden Yasha (Data Drain) Image 67-76 (Automatic)

The foe this time is a creature known as the Black Death. This vaguely dog-shaped monster is resistant to magic and can use strong Fire breath and physical attacks. Don't let its lack of specific magical and attack skills fool you. It has a lot of HP, so it can take a while to finish it off.

For this fight, have one character hang back and heal while the other two take the fight directly to the monster. Kite is usually the best choice as a healer, since you have more control over him in this pivotal role. You can substitute others, as long as you make sure they hang back from the battle, have strong healing skills, and have enough items to use in a pinch. If you did decide to bring Wiseman, try to have him handle the healing since he's not much use in combat.

Command the rest of your party to Attack, then (assuming that Kite is the healer) sit back from the action and heal when needed. The creature succeeds in using the "Death" skill a lot, and often follows it up with another attack before Kite can heal his friends. You'll probably do a lot of reviving during this fight. Try to keep at least one of your comrades on their feet at all times. If they both get knocked out, use a Resurrect to revive one immediately before the Black Death can bring the fight to Kite.

As long as your allies keep up a steady stream of damage on the foe, the enemy should fall in HP bit by bit. Don't be afraid to set the rest of your group to First Aid if it looks like Kite is slipping behind on the job. Don't hold back on the Mage's Souls or Artisan's Souls if your allies need the extra energy to continue their barrage. Use HP recovery items when it looks like a healing spell won't happen in time. The main tasks are done for this volume of the game; so don't hold back on item usage if it comes in handy!

Be careful when the fight comes to its end. Keep a close eye out—this foe is difficult to get to Protect Break, and you may miss the chance to drain it of the **Golden Yasha** if you're not careful!

Flag Racing

The Flag Race mini game became available in *.hack//MUTATION*. You can then participate in this race on the servers where you have raised all three types of Grunty. The goal is to win your way into the top three rankings, winning prizes in the process.

In the Flag Race you ride one of the three Grunty types, for the server, throughout the Root Town. There are three different-colored flags in three set locations inside the town. Your job is to collect those flags, in any order, as quickly as possible. Your run is timed, and the clock stops as soon as you collect the last flag. Each Grunty has different stats, and each Root Town has a different course, which means that you have to choose the best route to get the flags while riding the best Grunty for the job.

The man at the server's Grunt Shop handles all details for the race. He tells you about the mini-game, gives you the current rankings for the server, and begins the Flag Race for you at 100 GP per attempt. After choosing to race you must select your Grunty. Each one is rated on Speed, Acceleration, and Turning. After you have made your decision, the race begins. The controls used in the race are the left and right analog sticks, which control the motion of the Grunty and the camera. You can press the Circle Button to quit the race at any point to receive a consolation prize.

After a three-second countdown the race starts. Grab each flag in turn by brushing into it with your Grunty. You need to take the quickest route between flags, while avoiding wandering PCs or parts of the scenery. It's very tricky to get a perfect run and make it into the standings, but it can be done. Follow these guidelines, and practice!

There is a separate prize for first, second, and third place within each server. Each prize can be won three times, and any time you win that prize after the third you get another prize in exchange. The first time you win first place, on any given server, you receive a special bonus prize. In addition to these prizes, there are two separate consolation prizes for times that don't place in the rankings, one normal consolation prize, and a separate prize if you are within one second of the third rank time.

Race Management

You can have a better shot at winning each prize the full three times if you manage to beat third place by a small margin, then another small margin, and so on. Keep doing this, moving up to second place, and finally first. This way you don't have to get the fastest ratings repeatedly, in order to wring out all three prizes. Of course, this sort of time management is easier said than done!

The Flag Races for Θ and Λ Servers are covered in more detail in the strategy guide for *.hack//MUTATION*, but are recapped briefly here. Σ Server's Race is new to this game, so it is covered fully below.

Θ Server

The Grunties available for this server's race are the Poison Grunty, Iron Grunty, and Noble Grunty. The Iron Grunty is great at speed but poor in the other two areas, while the Poison Grunty is the opposite—good at everything but top speed. The Noble Grunty is average overall. The Poison Grunty is a good choice for learning the course and gaining third and second place. To get first, you really need the top speed of the Iron Grunty. The trick is learning how to master the Iron's low maneuverability—for instance, beginning a turn just before you reach it, so that you "slide" into the turn. This obviously takes a good bit of practice.

The best order to grab the flags in is: Green, Red, and then Purple. At first glance, it may look like the last two should be switched. Be sure to make use of the Iron Grunty's speed on the straight run to and from the Red Flag in order to get the prize.

Θ Server Flag Race Prizes

Rating	Prize
Quit/Out of rank	Fortune Wire
Out of rank (within one second of 3rd)	Speed Charm
3rd place	Divine Cross
2nd place	Silver Grunty
1st place	Golden Grunty

The first time you win first place, you gain Image 51, as well as the Golden Grunty. After you've won any prize three times you receive a Yellow Candy instead of the normal prize.

Λ Server

The Grunties available here are the Bony, Snakey, and Noble Grunties. In general the Bony Grunty tends to be like the Iron Grunty, the Snakey is like the Poison Grunty, and of course the Noble Grunties on each server are similar. The general strategies for handling each are the same.

On this server you want to grab the Purple Flag, the Red flag, and finally the Green. Watch out for pedestrians in your pathway, and beware of the Snakey Grunty standing directly in your path when using another Grunty.

Λ Server Flag Race Prizes

Rating	Prize
Quit/Out of rank	Fortune Wire
Out of rank (within one second of 3rd)	Fairy's Orb
3rd place	Emperor's Soul
2nd place	Silver Grunty
1st place	Golden Grunty

As before, you get a bonus prize along with your original first place victory—Image 52 for your Desktop. You also receive the Yellow Candy for any subsequent placing after the third in any rank.

Σ SERVER

This is the only new Flag Race in this volume of the series, but it's tricky enough to keep you occupied for a while. Fort Ouph, where this race takes place, is a maze of platforms and connecting walkways. This makes navigating between flags a minor nightmare. Trying to get the run down to the point where you can actually win first place could qualify as a *major* nightmare. In other words, it's a tough challenge.

This time around the Aqua Grunty has amazing acceleration and turning, but a low top speed. The Milky Grunty is extremely fast at its top speed, but is very sluggish on turns and acceleration. The Noble Grunty for this server is once again average on the whole, with good speed, acceleration, and mediocre turning ability.

At the start of the race, Kite finds himself and his Grunty once more at the Grunty Ranch. In Fort Ouph, the Ranch is at the far southern end of the town, with the Grunty facing north and ready to run. The Red Flag can be found on the west side of town, the Purple Flag is to the east, and the Green flag is on the northeast corner of town.

The best Grunty this time out is the Aqua Grunty, which can take you all the way to first place if you make the best run. The course you need to take is along the west walkway directly to the Red Flag, cutting directly east past the Recorder to reach the Purple Flag, then heading north along the northeast walkway to reach the Green Flag.

As mentioned before this course is hard to beat. When running to the entrances of the various walkways, take the shortest distance between them, and cut sharply onto the new path. Set your Grunty at an angle to reach the next Flag with the straightest course, without weaving from side to side along the pathway and losing momentum. When cutting around the Recorder, take the side with the Recorder itself avoiding the backside where the Noble Grunty might hang you up. Try to make the smoothest and shortest arc around the structure. In the process, avoid any PCs in the area, and don't get caught up on the corners between platforms and walkways. To get the top prize, you need to do all of this perfectly in one run.

The camera angle is one of the tricky aspects to get down on this run. You need to learn to pivot the camera sharply, while controlling your Grunty, and have it run in a straight and short line to your next goal. This takes a lot of practice, but don't panic. Just keep racing!

HAVING TROUBLE?

If you're having trouble getting the Aqua Grunty up to top speed, try focusing on the Noble or Milky Grunty for a while. After you get their quirks down pat, and learn to make fast runs on them, you may find that going back to the Aqua Grunty is a lot easier.

Σ SERVER FLAG RACE PRIZES

RATING	PRIZE
Quit/Out of rank	Fortune Wire
Out of rank (within one second of 3rd)	Health Charm
3rd place	Divine Cross
2nd place	Silver Grunty
1st place	Golden Grunty

The bonus prize for winning 1st place, for the first time, on this server is Desktop Image 53.

This time, after you've won 3rd place three times, you receive the Hale Cross on subsequent placing at that rank. For a placing of 2nd, beyond the first three, you win a Summon Wood scroll.

OTHER QUESTS

Expecting to find another quest here that isn't found in this section? First, check the main Walkthrough to make sure that it's not covered there. If it isn't, check the "Secrets" section in the *Additional Elements* chapter of this guide. This is a new section that covers some of the more out-of-the-way quests that you may stumble across while playing through the adventure, or while watching the OAV that comes bundled with the game disc.

RAISING A GRUNTY

Cherished and revered within the game world of *.hack*, Grunties act as combination mounts, allies, and keys for some of the side functions of the game. These large creatures, looking somewhat like a cross between a cow, a pig, and a dog, can carry Kite around the various Fields and converse with him much like other characters.

This section covers how to raise the various types of Grunty on each server, as well as the functions of the creatures once they've been raised to adulthood.

Care and Feeding of Your Grunty

On each server Kite can raise three different types of Grunty. One of these is the same on each server—the Noble Grunty. The other two types are different for each server. The Grunties start out as small babies at the server's Grunt Shop, but Kite can raise them using Grunty Food and bring them through their various stages until they reach adulthood.

Speak to the man at one of the various Grunt Shops (found on every server except for Δ Server) for pointers on raising a Grunty. The Grunty itself wanders around as a baby near the man, within the Grunt Shop's corral. Speak to the baby and you are given the chance to feed him one type of Grunty Food at a time, although you can give him multiple units of the chosen food type all at once if you wish.

Each time you speak to the baby Grunty after the first feeding it gives you a veiled hint about what it wants to eat next. Watch the box on the upper right side of the screen to see the effects of each food as you give it to the Grunty. When the Grunty reaches Size 10 it undergoes one growth spurt, and begins to give you hints about the next type of food that it wants without you having to stop the feedings in order to speak with it. At Size 20, the Grunty grows to juvenile size and begins to tell you straight out which type of food it wants next. It undergoes another minor growth spurt at Size 30, changing to its final adult stage at Size 40.

If you wish to stop feeding a Grunty—for example if you run out of the type of food that it wants next—you can simply leave at any time and come back later to continue where you left off. Once the Grunty reaches adulthood it remains around the Grunt Shop while Kite is within the Root Town. After Kite leaves the town and returns, the Grunty takes up its normal fixed position within the town, and he can raise another Grunty on the server. Once Kite has raised all three Grunty types within a server he cannot raise any more Grunties there, and no more of the baby Grunties appear at the Grunt Shop.

Grunty Functions

In Town (Trading and Flag Racing)

Within the Root Town where the Grunty was raised, it stands within one specific position at all times except when being raced. When Kite finds a Grunty in one of these spots he can speak with it just as he would a PC, and he can trade with it as well. Each Grunty has a variety of items to trade which can be found listed within the *Trade List* section of the walkthrough.

A Grunty can also be used in the Root Town for the Flag Race. This Side Quest is covered within the *Side Quests* section of the book, and can only be accessed when you've raised all three Grunty types on a server. Go to that section of the book or speak to the Grunty Shopkeeper after raising all three of the server's Grunty types for more details.

In the Field (Riding and Searching)

When Kite raises his very first Grunty it rewards him with a Key Item known as the **Grunty Flute**. While this Key Item cannot be used within a town or Dungeon, or during a fight, if Kite is in a Field and not in combat he can select the Grunty Flute from the Event Items submenu and use it to summon one of the Grunties that he has raised on that server. The flute cannot be used on Δ Server, or in a server where he has not yet raised a Grunty.

When Kite summons a Grunty he automatically begins to ride it, which has the dual functions of allowing him to move very quickly, and of not triggering any Dungeon Portals. If there are wandering monsters within one of the non-key Fields, these do not approach and attack either so long as Kite remains mounted. To dismount and allow the Grunty to return to town, press the Circle Button.

Beginning with this third volume of the *.hack* series Kite can also use the Grunty Search function. To use this ability summon and ride a Grunty as usual, then press the Triangle Button. This causes the Grunty to search out a specific feature of the Field, with the type of feature being linked to the type of Grunty. While searching the Grunty moves even faster than normal and runs automatically in a line toward the nearest place where it finds its specific feature. To stop the Grunty Search move the Grunty manually, at which point it stops searching while Kite remains mounted. You can also press the Circle Button to dismount altogether.

The specific features and the Grunties on each server which seek them out are as follows:

Grunty Search Information

Field Feature	Θ Server	Λ Server	Σ Server
Grunty Food	Noble Grunty	Noble Grunty	Noble Grunty
Field Portals	Poison Grunty	Snakey Grunty	Milky Grunty
Dungeon Entrance	Iron Grunty	Bony Grunty	Aqua Grunty

The Grunty Types

The following tables give the stats needed to raise the various Grunty types on each Server. Those Grunties from the Θ and Λ Servers were available beginning in *.hack//INFECTION* and *.hack//MUTATION* respectively, while those on Σ Server are new to *.hack//OUTBREAK*.

Θ Server Grunties

Iron Grunty

STAT	RATING
Body Odor	13 to 17
Rebel	-2 to 12
Brutality	13 to 27
Intelligence	8 to 22
Purity	-2 to 12

In Dun Loireag, the Iron Grunty can be found just past the Recorder. The Poison Grunty stays between the Magic Shop and Weapon Shop. The Noble Grunty takes up a niche just beside the Item Shop.

Poison Grunty*

STAT	RATING
Body Odor	0 to 20
Rebel	-5 to 15
Brutality	10 to 30
Intelligence	5 to 25
Purity	-5 to 15

**A Grunty with these stats only becomes a Poison Grunty if it does not also meet the requirements for an Iron Grunty.*

Noble Grunty*

STAT	RATING
Body Odor	Any
Rebel	Any
Brutality	Any
Intelligence	Any
Purity	Any

**A Grunty only becomes a Noble Grunty if it does not meet the requirements for either an Iron or Poison Grunty.*

Λ Server Grunties

Bony Grunty

STAT	RATING
Body Odor	13 to 27
Rebel	3 to 17
Brutality	8 to 22
Intelligence	8 to 22
Purity	-2 to 12

In the town of Carmina Gadelica, the Bony Grunty stands at a corner of the main intersection of town, just north of the Chaos Gate. The Snakey Grunty is found in the center of the intersection branching off to the Item and Weapon Shops and Elf's Haven. The Noble Grunty stays in the corral at the southeast of town, opposite the Grunty Shop.

Snakey Grunty*

STAT	RATING
Body Odor	10 to 30
Rebel	0 to 20
Brutality	5 to 25
Intelligence	5 to 25
Purity	-5 to 15

**A Grunty with these stats only becomes a Snakey Grunty if it does not meet the requirements for a Bony Grunty.*

Noble Grunty*

STAT	RATING
Body Odor	Any
Rebel	Any
Brutality	Any
Intelligence	Any
Purity	Any

**A Grunty only becomes a Noble Grunty if it does not meet the requirements for either a Bony or Snakey Grunty.*

Σ Server Grunties

Aqua Grunty

STAT	RATING
Body Odor	8 to 20
Rebel	8 to 22
Brutality	-2 to 12
Intelligence	13 to 27
Purity	3 to 17

In Fort Ouph, the Aqua Grunty can be found just off to the northern side of the Weapon Shop. The Milky Grunty is just to the east of the Item Shop, while the Noble Grunty stands at the rear of the Recorder in the center of town.

Milky Grunty*

STAT	RATING
Body Odor	5 to 25
Rebel	5 to 25
Brutality	-5 to 15
Intelligence	10 to 30
Purity	0 to 20

**A Grunty with these stats only becomes a Milky Grunty if it does not meet the requirements for a Aqua Grunty.*

Noble Grunty*

STAT	RATING
Body Odor	Any
Rebel	Any
Brutality	Any
Intelligence	Any
Purity	Any

**A Grunty only becomes a Noble Grunty if it does not meet the requirements for either an Aqua or Milky Grunty.*

Grunty Food

These tables give you a bit more information on each type of Grunty Food, as well as a hint on how to find them if you're in need of a certain type.

Grunty Food

	Food Type	Grunty Clue	Size	Body Odor	Rebel	Brutality	Intelligence	Purity	Controlling Keyword
	Cordyceps	Near a large statue of Buddha	+1	+2	+2	-	+2	+4	Part B: Someone's
	Grunt Mints	Near a very hot square face	+1	-	+4	-4	-2	-1	Part C: Great Seal
	La Pumpkin	Near a huge cocoon	+1	-3	-2	+3	+5	-	Part C: Paradise
	Mandragora	Near pointed towers	+1	+5	-	+4	-4	-4	Part C: Aqua Field
	Mushroom	In the shadow of mushroom boulders	+1	-4	-3	-	-3	-3	Part C: Hypha
	No Melon	Near barnacles	+1	+3	+1	-1	+1	-	Part B: Destroyer's
	Piney Apple	Deep in the green forest	+1	-	-4	+5	+4	-2	Part B: Solitary
	Root Vegetable	By a wall at end of the labyrinth	+1	-2	-1	+2	-	+3	Part C: Fort Walls
	Snaky Cactus	Near ribs that were once an ocean	+1	+1	+5	-2	-1	+2	Part C: Fiery Sands
	Twilight Onion	Near a very strange old weapon	+1	+4	+3	-3	-	+1	Part B: Gluttonous
	White Cherry	Near a very cold pillar	+1	-1	-	+1	+3	+5	Part C: White Devil
	Bear Cat Egg	Deep in a very fancy gallery	+2	-1	-3	+1	+2	+3	N/A
	Bloody Egg	In stomach of a very scary monster	+2	+1	+3	-	-3	-1	N/A
	Golden Egg	A few grow inside an important story	+2	-	-	-	-	-	N/A
	Immature Egg	Deep in a very dark labyrinth	+2	-3	-1	+3	+2	+1	N/A
	Invisible Egg	Inside a very deep cave	+2	+3	+1	-	-1	-3	N/A

Golden Eggs

Remember that the Golden Eggs only affect the Size stat of the Grunty, so once you have the rest of the stats where you want them you can feed enough Golden Eggs at once to bring the Grunty to adulthood with those stats frozen in place.

ITEMS LIST

This section provides a thorough listing of all of the items that you can find in the game. The various items have been split into separate tables corresponding to the sections in Kite's Personal Menu. Those items listed as having an "Attack" or "Weaken" effect can only be used against enemies, whereas those with "Recover" or "Strengthen" properties can only be used on Kite and his allies.

TABLES EXPLAINED

Name	Item name.
Buy	Purchase price if item can be purchased in a shop.
Sell	Price of an item when sold in a shop.
Spell Level	The level and variety of magic
Effect	The item's effect when used.
Target	Whether or not the item targets a single unit or area.
Obtained	How to acquire the item: S (Shop), C (Chest or breakable item), T (Trade), E (Event). **

*** Vol.1 and Vol.2 indicate that the item can only be found in the previous volumes of the game.*

ITEMS

NAME	BUY	SELL	EFFECT	OBTAINED
Antidote	50	25	Cures Poison, Paralysis, Slow, and Physical Ability Down.	S/C/T
Artisan's Soul	1500	750	Restores 500 SP.	S/C/T
Beast Blood	100	50	Temporarily increases target's Magical Defense power.	S/C/T
Burning Oil	N/A	50	Temporarily increases target's Fire Attribute.	C/T
Cooked Bile	N/A	50	Temporarily increases target's Darkness Attribute.	C/T
Emperor's Soul	N/A	2500	Restores full SP.	T/E
Fairy's Orb	100	50	Reveals unexplored parts of the field and dungeon maps.	S/T
Fortune Wire	10	5	Unlocks booby-trapped treasure boxes.	S/C/T
Healing Elixir	2000	1000	Restores all HP.	C/T
Healing Potion	500	250	Restores 400 HP.	S/C/T
Health Drink	100	50	Restores 150 HP.	S/C/T
Hermit Blood	100	50	Temporarily increases target's Magical Attack power.	S/C/T
Holy Sap	N/A	50	Temporarily increases target's Wood Attribute.	C/T
Hunter Blood	100	50	Temporarily increases target's Physical Accuracy.	S/C/T
Knight Blood	100	50	Temporarily increases target's Physical Defense power.	S/C/T
Mage's Soul	500	250	Restores 100 SP.	S/C/T
Noble Wine	N/A	5000	Restores full HP and SP.	T/E
Pure Water	N/A	50	Temporarily increases target's Water Attribute.	C/T
Recovery Drink	1000	500	Restores 800 HP.	S/C
Restorative	50	25	Cures Curse, Sleep, Confuse, Charm and Magical Ability Down.	S/C/T
Resurrect	300	150	Restores ally from ghost condition.	S/C/T
Sports Drink	N/A	50	Temporarily increases target's Thunder Attribute.	C/T
Sprite Ocarina	100	50	Return instantly from dungeon back to the field.	S
Warrior Blood	100	50	Temporarily increases target's Physical Attack power.	S/C/T
Well Water	N/A	50	Temporarily increases target's Earth Attribute.	C/T
Wizard Blood	100	50	Temporarily increases target's Magical Accuracy power.	S/C/T

Scrolls

Attack Scrolls

Name	Buy	Sell	Spell Level	Element	Target	Obtained
Absolute Zero	1000	500	Level 3 Tornado	Water	Area	S/C/T
Aquacall	N/A	5000	Summons a Lv.2 Water monster like Merrows Ch.	Water	Area	S/T
Chaos Spell	500	250	Level 2 Raise	Darkness	Area	S/C/T
Cosmic Truth	1000	500	Level 3 Raise	Earth	Area	S/C
Cygnus	500	250	Level 2 Converge	Water	Unit	S/C/T
Dark Night	200	100	Level 1 Raise	Darkness	Area	S/C/T
Dark Traitor	500	250	Level 2 Converge	Darkness	Unit	S/C/T
Fire Tempest	200	100	Level 1 Tornado	Fire	Area	S/C/T
Fireball Storm	500	250	Level 2 Converge	Fire	Unit	S/C/T
Flame Blast	500	250	Level 2 Tornado	Fire	Area	S/C/T
Forest of Fear	1000	500	Level 3 Raise	Wood	Area	S/C/T
Gaia's Spell	500	250	Level 2 Raise	Earth	Area	S/C
Gale Breath	200	100	Level 1 Raise	Wood	Area	S/C
Green Gale	200	100	Level 1 Tornado	Wood	Area	S/C/T
Greencall	N/A	5000	Summons a Lv.2 Wood monster like Krake Ch.	Wood	Area	S/T
Hellstorm	1000	500	Level 3 Tornado	Fire	Area	S/C/T
Ice Floe	200	100	Level 1 Converge	Water	Unit	S/C/T
Ice Storm	200	100	Level 1 Tornado	Water	Area	S/C
Ice Strike	500	250	Level 2 Tornado	Water	Area	S/C/T
Inferno Strike	1000	500	Level 3 Converge	Fire	Unit	S/C/T
Infernocall	N/A	5000	Summons a Lv.2 Fire monster like Vulcan Ch.	Fire	Area	S/T
Ion Strike	500	250	Level 2 Drop	Thunder	Area	S/C/T
Jungle Rage	1000	500	Level 3 Tornado	Wood	Area	S/C
Leafblight	500	250	Level 2 Tornado	Wood	Area	S/C
Lightning Bolt	200	100	Level 1 Drop	Thunder	Area	S/C/T
Meteor Strike	1000	500	Level 3 Drop	Earth	Area	S/C
Meteor Swarm	200	100	Level 1 Converge	Fire	Unit	S/C/T
Nightblight	200	100	Level 1 Converge	Darkness	Unit	S/C/T
Nightcall	N/A	5000	Summons a Lv.2 Darkness monster like Wryneck Ch.	Darkness	Area	T
Nightfear	1000	500	Level 3 Converge	Darkness	Unit	S/C/T
Nightshade	1000	500	Level 3 Raise	Darkness	Area	S/C/T
Permafrost	1000	500	Level 3 Converge	Water	Unit	S/C/T
Plasma Gale	1000	500	Level 3 Tornado	Thunder	Area	S/C/T
Plasma Storm	200	100	Level 1 Tornado	Thunder	Area	S/C/T
Raging Earth	200	100	Level 1 Raise	Earth	Area	S/C
Raging Plasma	500	250	Level 2 Tornado	Thunder	Area	S/C/T
Raining Rocks	200	100	Level 1 Drop	Earth	Area	S
Stone Storm	500	250	Level 2 Drop	Earth	Area	S/C
Stonecall	N/A	5000	Summons a Lv.2 Earth monster like Yarthkins Ch.	Earth	Area	S/T
Summon Earth	N/A	2500	Summons a Lv.1 Earth monster like Yarthkins.	Earth	Area	S/T
Summon Fire	N/A	2500	Summons a Lv.1 Fire monster like Vulcan.	Fire	Area	S/T
Summon Night	N/A	2500	Summons a Lv.1 Darkness monster like Wryneck.	Darkness	Area	S/T
Summon Thunder	N/A	2500	Summons a Lv.1 Thunder monster like Lanceor.	Thunder	Area	S/T
Summon Water	N/A	2500	Summons a Lv.1 Water monster like Merrows.	Water	Area	S/T
Summon Wood	N/A	2500	Summons a Lv.1 Wood monster like Krake.	Wood	Area	S/T
Thunderbolt	1000	500	Level 3 Drop	Thunder	Area	S/C/T
Thundercall	N/A	5000	Summons a Lv.2 Thunder monster like Lance or Ch.	Thunder	Area	S/T
Wood Sprite	500	250	Level 2 Raise	Wood	Area	S/C

Miscellaneous Scrolls

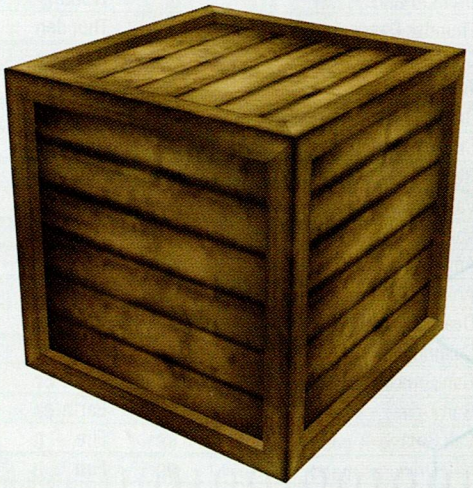
Name	Buy	Sell	Effect	Obtained
Beast's Bane	200	100	Temporarily decreases the target's Magical Defense. (May defeat Magic Tolerance status.)	S/T
Divine Cross	N/A	2500	Restores full HP to target and nearby allies.	T/E
Firebane	N/A	100	Temporarily reduces target's Fire Attribute.	T
Hale Cross	N/A	1000	Restores 400 HP to target and nearby allies.	T
Health Charm	N/A	150	Restores HP in small increments as time passes.	T
Hermit's Bane	200	100	Temporarily decreases the target's Magical Attack.	S/T
Hunter's Bane	200	100	Temporarily decreases target's Physical Accuracy.	S/T
Knight's Bane	200	100	Temporarily decreases the target's Physical Defense. (May defeat Physical Tolerance status.)	S/T
Light Cross	1000	500	Restores 150 HP to target and nearby allies.	S/T
Lightbane	N/A	100	Temporarily reduces target's Thunder Attribute.	T
Nightbane	N/A	100	Temporarily reduces target's Darkness Attribute.	T
Soul Charm	N/A	300	Restores SP in small increments as time passes.	T
Speed Charm	100	50	Temporarily increases the target's Speed.	S/T
Stonebane	N/A	100	Temporarily reduces target's Earth Attribute.	T
The Death	N/A	100	Poison; HP decreases over time.	C/T
The Devil	N/A	100	Curse: SP decreases over time.	C/T
The Fool	N/A	100	Confusion: Target attacks friends and foes alike.	C/T
The Hanged Man	200	100	Paralysis: Target cannot move.	S/C/T
The Lovers	N/A	100	Charm: Target may attack allies.	C/T
The Moon	200	100	Sleep: Target falls asleep.	S/C/T
Treebane	N/A	100	Temporarily reduces target's Wood Attribute.	T
Warrior's Bane	200	100	Temporarily decreases the target's Physical Attack.	S/T
Waterbane	N/A	100	Temporarily reduces target's Water Attribute.	T
Wizard's Bane	200	100	Temporarily decreases target's Magical Accuracy.	S/T

Books

Name	Buy	Sell	Effect	Obtained
BL Yokohama	N/A	2500	Permanently increases Water Attribute by +3.	C
Black Magic	N/A	500	Permanently increases Darkness Attribute by +1.	Vol.1; Vol.2
Energy Sutras	N/A	500	Permanently increases max HP by +10.	E
Feng Shui	N/A	500	Permanently increases Earth Attribute by +1.	E
Fire Magic	N/A	500	Permanently increases Fire Attribute by +1.	Vol.1; Vol.2
Golden Grunty	N/A	2500	Permanently increases max HP by +30.	T/E
Graceful Book	N/A	500	Permanently increases Physical Accuracy by +1.	Vol.1; Vol.2
Insight Book	N/A	500	Permanently increases Magical Attack by +1.	Vol.1; Vol.2
Piros' Diary	N/A	50	Permanently decreases Magical Attack by -1.	Vol.1
Power Book	N/A	500	Permanently increases Physical Attack by +1.	Vol.1; Vol.2
Secret: Divine	N/A	2500	Permanently increases Physical Accuracy by +2.	E
Secret: Might	N/A	2500	Permanently increases Physical Attack by +2.	E
Secret: Reason	N/A	2500	Permanently increases Magical Defense by +2.	E
Silver Grunty	N/A	2500	Permanently increases max SP by +15.	T/E
Spirit Sutras	N/A	500	Permanently increases max SP by +5.	E
Spiritual Book	N/A	500	Permanently increases Magical Defense by +1.	Vol.1; Vol.2
Swift Book	N/A	500	Permanently increases Physical Evasion by +1.	Vol.1; Vol.2
Thunder Magic	N/A	500	Permanently increases Thunder Attribute by +1.	Vol.1; Vol.2
Tolerance Book	N/A	500	Permanently increases Physical Defense by +1.	Vol.1; Vol.2
Water Magic	N/A	500	Permanently increases Water Attribute by +1.	Vol.1; Vol.2
Wood Magic	N/A	500	Permanently increases Wood Attribute by +1.	Vol.1; Vol.2

Treasures

Name	Buy	Sell	Effect	Obtained
3-Floor Tower	N/A	50	Objet d'art	C
Aromatic Grass	N/A	5	Useful for trading.	T
Boxed Lunch	N/A	50	Well-known boxed lunch from a mountain line.	C
Chinese Food	N/A	50	Look for someone who wants to trade...	C
Crystal Stone	N/A	5000	Sell at a store for a large sum.	E
Doll Amulet	N/A	50	Protector of Pregnant women and Children.	C
Field's Deed	N/A	50	Look for someone who wants to trade...	C
Grunt Doll	N/A	250	Sell at a store for a large sum.	C/T
Ivory Barette	N/A	2000	Sell at a store for a large sum.	C
Magnolia Miso	N/A	50	Look for someone who wants to trade...	C
Maiden's Plot	N/A	50	Look for someone who wants to trade...	C
Ice Bar	N/A	50	Look for someone who wants to trade...	C
Rainbow Card	N/A	500	Sell at a store for a large sum.	C/T
Rouge Fragment	N/A	50	Look for someone who wants to trade...	C
Scarlet Plate	N/A	2500	Sell at a store for a large sum.	C
Scent of Gero	N/A	50	Specialty of the Gero hot springs.	C
Silver Scarab	N/A	1500	Sell at a store for a large sum.	C/T
Yellow Candy	N/A	1000	Sell at a store for a large sum.	C/T



SKILLS LIST

This section of the book provides a thorough listing of each of the Skills that can be used by equipping various weapons and armor. The Skills have been split into separate sections corresponding to the selections in Kite's Personal Menu. Physical Attack Skills have been subdivided based on the type of weapons they are associated with, while Magical Attack Skills have been grouped by their element. New skills have been bolded.

TABLES EXPLAINED

Name	Skill name.
Level	Skill level.
Element	Element associated with Skill.
Target	The area of attack or effect.
AP	Attack Power.
AC	Accuracy Rate.
SP	Skill Points required to use Skill.
Notes	Pertinent information, such as associated weapons class and magical effects.

PHYSICAL ATTACK SKILLS

NAME	LEVEL	ELEMENT	TARGET	AP	AC	SP	NOTES
Saber Dance	1	None	Unit	6	5	10	Twin Blade
Tiger Claws	1	None	Area	6	0	10	Twin Blade
Staccato	1	None	Unit	6	-5	15	Twin Blade
Flame Dance	2	Fire	Unit	6	5	30	Twin Blade
Orchid Dance	2	Wood	Unit	6	5	30	Twin Blade
Thunder Dance	2	Thunder	Unit	6	5	30	Twin Blade
Dark Dance	2	Dark	Unit	6	5	30	Twin Blade
Twin Darkness	2	Dark	Unit	6	-10	45	Twin Blade
Cross Slash	1	None	Unit	6	5	10	Heavy Blade
Crack Beat	1	None	Area	6	0	10	Heavy Blade
Revolver	1	None	Area	6	-5	10	Heavy Blade
Vak Crack	2	Fire	Area	7	10	30	Heavy Blade
Vak Revolver	2	Fire	Area	7	-5	30	Heavy Blade
Ani Slash	2	Dark	Unit	7	0	30	Heavy Blade
Ani Revolver	2	Dark	Area	7	-5	30	Heavy Blade
Death Bringer	1	None	Unit	6	20	10	Heavy Blade
Calamity	1	None	Unit	6	-5	10	Heavy Blade
Gan Smash	2	Earth	Unit	7	20	30	Heavy Blade
Gan Drive	2	Earth	Unit	7	-5	30	Heavy Blade
Vak Smash	2	Fire	Unit	7	20	30	Heavy Blade
Vak Drive	2	Fire	Unit	7	-5	30	Heavy Blade
Juk Smash	2	Wood	Unit	7	20	30	Heavy Blade
Juk Drive	2	Wood	Unit	7	-5	30	Heavy Blade
Rairaku	2	Thunder	Unit	7	20	30	Heavy Blade
Hayabusa	1	None	Area	6	0	10	Blademaster
Sohgasho	1	None	Unit	6	-5	15	Blademaster
Danku	2	Earth	Area	7	0	30	Blademaster
Karin	2	Fire	Area	7	0	30	Blademaster
Hirameki	2	Wood	Area	7	0	30	Blademaster
Raika	2	Thunder	Area	7	0	30	Blademaster
Rairaku	2	Thunder	Unit	7	-5	40	Blademaster
Axel Pain	1	None	Area	6	15	10	Heavy Axeman
Triple Wield	1	None	Area	6	0	10	Heavy Axeman
Brandish	1	None	Area	6	-5	10	Heavy Axeman
Gan Break	2	Earth	Area	7	15	30	Heavy Axeman
Gan Tornado	2	Earth	Area	7	0	30	Heavy Axeman

Physical Attack Skills (continued)

Name	Level	Element	Target	AP	AC	SP	Notes
Gan Basher	2	Earth	Area	7	-5	30	Heavy Axeman
Rue Tornado	2	Water	Area	7	0	30	Heavy Axeman
Rai Tornado	2	Thunder	Area	7	0	30	Heavy Axeman
Rai Basher	2	Thunder	Area	7	-5	30	Heavy Axeman
Ani Tornado	2	Dark	Area	7	0	30	Heavy Axeman
Ani Basher	2	Dark	Area	7	-5	30	Heavy Axeman
Triple Doom	1	None	Unit	6	0	10	Long Arm
Juk Repulse	1	None	Area	6	-5	10	Long Arm
Double Sweep	1	None	Area	6	0	10	Long Arm
Rue Repulse	2	Water	Area	7	-5	30	Long Arm
Vak Repulse	2	Fire	Area	7	-5	30	Long Arm
Juk Wipe	2	Wood	Area	7	0	30	Long Arm
Rai Repulse	2	Thunder	Area	7	-5	30	Long Arm
Blazing Wheel	**2**	**Fire**	**Area**	**6**	**0**	**30**	**Twin Blade**
Twin Dragons	**2**	**Fire**	**Unit**	**6**	**-10**	**45**	**Twin Blade**
Splinter Slash	**2**	**Wood**	**Area**	**6**	**0**	**30**	**Twin Blade**
Gale of Swords	**2**	**Wood**	**Unit**	**6**	**-10**	**45**	**Twin Blade**
Thunder Coil	**2**	**Thunder**	**Area**	**6**	**0**	**30**	**Twin Blade**
Swirling Dark	**2**	**Dark**	**Unit**	**6**	**0**	**30**	**Twin Blade**
Gan Slash	**2**	**Earth**	**Unit**	**7**	**0**	**30**	**Heavy Blade**
Gan Crack	**2**	**Earth**	**Area**	**7**	**10**	**30**	**Heavy Blade**
Gan Revolver	**2**	**Earth**	**Area**	**7**	**-5**	**30**	**Heavy Blade**
Rue Slash	**2**	**Water**	**Unit**	**7**	**0**	**30**	**Heavy Blade**
Rue Crack	**2**	**Water**	**Area**	**7**	**10**	**30**	**Heavy Blade**
Rue Revolver	**2**	**Water**	**Area**	**7**	**-5**	**30**	**Heavy Blade**
Vak Slash	**2**	**Fire**	**Unit**	**7**	**0**	**30**	**Heavy Blade**
Ani Crack	**2**	**Dark**	**Area**	**7**	**10**	**30**	**Heavy Blade**
Gohryu	**2**	**Earth**	**Unit**	**7**	**-5**	**40**	**Blademaster**
Kannon	**2**	**Fire**	**Unit**	**7**	**-5**	**40**	**Blademaster**
Kitsutsuki	**2**	**Wood**	**Unit**	**7**	**-5**	**40**	**Blademaster**
Rai Smash	**2**	**Thunder**	**Unit**	**7**	**20**	**30**	**Heavy Axeman**
Rai Drive	**2**	**Thunder**	**Unit**	**7**	**-5**	**30**	**Blademaster**
Rue Break	**2**	**Water**	**Area**	**7**	**15**	**30**	**Heavy Axeman**
Rue Basher	**2**	**Water**	**Area**	**7**	**-5**	**30**	**Heavy Axeman**
Rai Break	**2**	**Thunder**	**Area**	**7**	**15**	**30**	**Heavy Axeman**
Ani Break	**2**	**Dark**	**Area**	**7**	**15**	**30**	**Heavy Axeman**
Rue Wipe	**2**	**Water**	**Area**	**7**	**0**	**30**	**Long Arm**
Vak Doom	**2**	**Wood**	**Unit**	**7**	**0**	**30**	**Long Arm**
Vak Wipe	**2**	**Fire**	**Area**	**7**	**0**	**30**	**Long Arm**
Rai Wipe	**2**	**Thunder**	**Area**	**7**	**0**	**30**	**Long Arm**

Magical Attack Skills

Name	Level	Element	Target	AP	AC	SP	Notes
Gan Don	1	Earth	Area	6	20	10	Drop
GiGan Don	2	Earth	Area	8	20	20	Drop
OrGan Don	3	Earth	Area	10	20	40	Drop
Gan Rom	1	Earth	Area	5	10	10	Tornado
MeGan Rom	2	Earth	Area	6	10	20	Tornado
Gan Zot	1	Earth	Area	7	15	20	Raise
GiGan Zot	2	Earth	Area	9	15	30	Raise
OrGan Zot	3	Earth	Area	11	15	50	Raise

MAGICAL ATTACK SKILLS (CONTINUED)

NAME	LEVEL	ELEMENT	TARGET	AP	AC	SP	NOTES
Yarthkins	1	Earth	Area	10	99	50	Summon
Rue Rom	1	Water	Area	5	10	10	Tornado
MeRue Rom	2	Water	Area	6	10	20	Tornado
OrRue Rom	3	Water	Area	7	10	40	Tornado
Rue Kruz	1	Water	Unit	8	30	10	Converge
GiRue Kruz	2	Water	Unit	10	30	20	Converge
MeRue Kruz	3	Water	Unit	12	30	40	Converge
Rue Zot	1	Water	Area	7	15	20	Raise
MeRue Zot	2	Water	Area	9	15	30	Raise
Vak Don	1	Fire	Area	6	20	10	Drop
Vak Rom	1	Fire	Area	5	10	10	Tornado
BiVak Rom	2	Fire	Area	6	10	20	Tornado
OrVak Rom	3	Fire	Area	7	10	40	Tornado
Vak Kruz	1	Fire	Unit	8	30	10	Converge
GiVak Kruz	2	Fire	Unit	10	30	20	Converge
MeVak Kruz	3	Fire	Unit	12	30	40	Converge
Vulcan Ch	2	Fire	Area	20	99	70	Summon
Juk Rom	1	Wood	Area	5	10	10	Tornado
ViJuk Rom	2	Wood	Area	6	10	20	Tornado
RaJuk Rom	3	Wood	Area	7	10	40	Tornado
Juk Kruz	1	Wood	Unit	8	30	10	Converge
MeJuk Kruz	2	Wood	Unit	10	30	20	Converge
Juk Zot	1	Wood	Area	7	15	20	Raise
RaJuk Zot	2	Wood	Area	9	15	30	Raise
OrJuk Zot	3	Wood	Area	11	15	50	Raise
Rai Don	1	Thunder	Area	6	20	10	Drop
MeRai Don	2	Thunder	Area	8	20	20	Drop
GiRai Don	3	Thunder	Area	10	20	40	Drop
Rai Rom	1	Thunder	Area	5	10	10	Tornado
GiRai Rom	2	Thunder	Area	6	10	20	Tornado
MeRai Rom	3	Thunder	Area	7	10	40	Tornado
Rai Kruz	1	Thunder	Unit	8	30	10	Converge
Ani Don	1	Dark	Area	6	20	10	Drop
Ani Kruz	1	Dark	Unit	8	30	10	Converge
MeAni Kruz	2	Dark	Unit	10	30	20	Converge
OrmeAni Kruz	3	Dark	Unit	12	30	40	Converge
Ani Zot	1	Dark	Area	7	15	20	Raise
MeAni Zot	2	Dark	Area	9	15	30	Raise
OrmeAni Zot	3	Dark	Area	11	15	50	Raise
Wryneck	1	Dark	Area	10	99	50	Summon
Summon Goblin	1	None	Area	10	99	25	Summon
Yarthkins Ch	**2**	**Earth**	**Area**	**20**	**99**	**70**	**Summon**
Merrows	**1**	**Water**	**Area**	**10**	**99**	**50**	**Summon**
GiVak Don	**2**	**Fire**	**Area**	**8**	**20**	**20**	**Drop**
Vulcan	**1**	**Fire**	**Area**	**10**	**99**	**50**	**Summon**
Krake	**1**	**Wood**	**Area**	**10**	**99**	**50**	**Summon**
MeRai Kruz	**2**	**Thunder**	**Unit**	**10**	**30**	**20**	**Converge**
Lanceor	**1**	**Thunder**	**Area**	**10**	**99**	**50**	**Summon**
Lanceor Ch	**2**	**Thunder**	**Area**	**20**	**99**	**70**	**Summon**
BiAni Don	**2**	**Dark**	**Area**	**8**	**20**	**20**	**Drop**
Wryneck Ch	**2**	**Dark**	**Area**	**20**	**99**	**70**	**Summon**
More Goblins	**2**	**None**	**Area**	**20**	**99**	**45**	**Summon**

Recover Skills

Name	Level	Element	Target	AP	AC	SP	Notes
Repth	1	None	Unit	0	5	10	Restores 150 HP
Ol Repth	2	None	Unit	0	5	30	Restores 400 HP
Pha Repth	3	None	Unit	0	5	50	Restores all HP
La Repth	1	None	Area	0	5	20	Restores 150 HP to target and surrounding allies
Ola Repth	2	None	Area	0	5	40	Restores 400 HP to target and surrounding allies
Phal Repth	3	None	Area	0	5	60	Restores all HP to target and surrounding allies
Rip Teyn	1	None	Unit	0	5	10	Cures Poison, Paralysis, Slow, and Downs on Physical abilities
Rip Synk	1	None	Unit	0	5	10	Cures Curse, Sleep, Confuse, Charm, and Downs on Magical abilities
Rip Maen	1	None	Unit	0	5	40	Returns Ghosted allies back to life

Strengthening Skills

Name	Level	Element	Target	AP	AC	SP	Notes
Rig Saem	1	None	Unit	0	5	15	HP replenishes for a set time.
Rig Geam	1	None	Unit	0	5	25	SP replenishes for a set time.
Ap Do	1	None	Unit	0	5	15	Temporarily ups Movement Speed.
Ap Corv	1	None	Unit	5	5	15	Temporarily ups Physical Attack.
Ap Vorv	1	None	Unit	5	5	15	Temporarily ups Physical Defense.
Ap Torv	1	None	Unit	0	15	15	Temporarily ups Physical Accuracy.
Ap Corma	1	None	Unit	5	5	15	Temporarily ups Magical Attack.
Ap Vorma	1	None	Unit	5	5	15	Temporarily ups Magical Defense.
Ap Torma	1	None	Unit	0	15	15	Temporarily ups Magical Accuracy.
Ap Ganz	1	Earth	Area	0	5	10	Temporarily ups target and surrounding allies' Earth attribute.
Ap Ruem	1	Water	Area	0	5	10	Temporarily ups target and surrounding allies' Water attribute.
Ap Vakz	1	Fire	Area	0	5	10	Temporarily ups target and surrounding allies' Fire attribute.
Ap Juka	1	Wood	Area	0	5	10	Temporarily ups target and surrounding allies' Wood attribute.
Ap Raio	1	Thunder	Area	0	5	10	Temporarily ups target and surrounding allies' Thunder attribute.
Ap Arnid	1	Dark	Area	0	5	10	Temporarily ups target and surrounding allies' Dark attribute.

Weakening Skills

Name	Level	Element	Target	AP	AC	SP	Notes
Duk Lei	1	None	Unit	0	5	20	Poisons enemy for a set time.
Suvi Lei	1	None	Unit	0	5	20	Paralyzes enemy for a set time.
Dek Do	1	None	Unit	0	5	20	Slows enemy for a set time.
Miu Lei	1	None	Unit	0	5	40	Charms enemy for a set time.
Mumyn Lei	1	None	Unit	0	5	30	Sleeps enemy for a set time.
Ranki Lei	1	None	Unit	0	5	30	Confuses enemy for a set time.
Maj Lei	1	None	Unit	0	5	30	Curses enemy for a set time.
Dek Corv	1	None	Unit	-10	5	15	Temporarily drops enemy's Physical Attack.
Dek Vorv	1	None	Unit	-10	5	15	Temporarily drops enemy's Physical Defense.
Dek Torv	1	None	Unit	0	-20	15	Temporarily drops enemy's Physical Accuracy.
Dek Corma	1	None	Unit	-10	5	15	Temporarily drops enemy's Magical Attack.
Dek Vorma	1	None	Unit	-10	5	15	Temporarily drops enemy's Magical Defense.
Dek Torma	1	None	Unit	0	-20	15	Temporarily drops enemy's Magical Accuracy.
Dek Ganz	1	Earth	Area	0	5	10	Temporarily drops target and surrounding enemies' Earth attribute.
Dek Ruem	1	Water	Area	0	5	10	Temporarily drops target and surrounding enemies' Water attribute.
Dek Vakz	1	Fire	Area	0	5	10	Temporarily drops target and surrounding enemies' Fire attribute.

Weakening Skills (continued)

Name	Level	Element	Target	AP	AC	SP	Notes
Dek Juka	1	Wood	Area	0	5	10	Temporarily drops target and surrounding enemies' Wood attribute.
Dek Raio	1	Thunder	Area	0	5	10	Temporarily drops target and surrounding enemies' Thunder attribute.
Dek Anid	1	Dark	Area	0	5	10	Temporarily drops target and surrounding enemies' Dark attribute.

Data Drain

Name	Level	Element	Target	AP	AC	SP	Notes
Data Drain	1	None	Unit	0	0	10	Absorbs enemy data, thereby dropping its level.
Drain Arc	**1**	**None**	**Area**	**0**	**0**	**20**	**Absorbs enemy data, thereby dropping its level.**

Equipment List

This section of the book provides a complete listing of every weapon and piece of armor in the game. Equipping these items not only raises and lowers the character's various physical, magical and elemental parameters, but also enables the use of assorted skills and spells. Equipment is largely specific to a particular character class. If you are used to playing RPG's, it will come as no shock to learn that Wavemasters can only equip the lightest of armor, while the only characters who can use the heaviest armor are the brawny Heavy Axemen and Heavy Blades. To make navigation easier we have divided the equipment up into tables by armor class (Head, Body, Hand and Leg) and by type (Light, Basic, and Heavy).

Note

Items marked with an (*) and shown in a different color are RARE items. These items are usually acquired through trade, battle or by winning events like Gott Statue race.

Tables Explained

Name	Item name.
Lv (Level)	The level of the item.
B/S (Buy/Sell)	Price of an item when bought or sold in a store.
P/M (Physical/Magical)	Changes to the character's Physical and Magical Attack (Atk), Defense (Def), Accuracy (Acc) and Evasion (Evd) when the item is equipped.
Element	Changes to the elemental attribute values (Earth, Water, Fire, Wood, Thunder and Darkness) when the item is equipped.
M/B Res (Mind/Body Resistance)	Level of resistance to attacks against the mind (Curse, Sleep, Confuse, Charm and Magical Ability Down) and the body (Poison, Paralysis, Speed Down, Physical Ability Down and Attribute Down).
Skill	List of Skills available when the item is equipped.
Notes	Lists added effects of weapons when the item is equipped.
Obtained	How to acquire the item: S (Shop), C (Chest or breakable item), T (Trade), E (Event), M (monster). **

*** Vol.1 and Vol.2 indicate that the item can only be found in the previous volumes of the game.*

Head Armor

Light Head Armor (suitable for all Classes)

Name	Lv	B/S	P/M Atk	P/M Def	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes	Obtain
Bandana	1	-/200	0/0	0/2	0/0	0/6	1	1	1	1	1	1	4/0	Repth	N/A	C
Time Headband*	**4**	**-/350**	**0/0**	**0/0**	**0/0**	**25/0**	**0**	**0**	**0**	**0**	**0**	**0**	**0/0**	**Ap Do**	**N/A**	**E**
Steel Cap	6	800/400	0/0	0/3	0/0	0/7	1	1	1	1	1	1	5/0	Repth	N/A	C/T
Cougar Bandana	11	-/600	0/0	0/3	0/0	0/8	1	1	1	1	1	1	6/0	La Repth	N/A	C/M
Raccoon Earcap	16	-/800	0/0	0/3	0/0	0/9	2	4	0	2	2	2	7/0	La Repth	N/A	C

Light Head Armor continued

Name	Lv	B/S	P/M Atk	P/M Def	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes	Obtain
Bent Glasses*	**18**	**-/900**	**0/5**	**0/2**	**0/15**	**0/3**	**2**	**2**	**2**	**2**	**2**	**2**	**0/0**	**Duk Lei, Dek Torma**	**N/A**	**E**
Newt Necklace	21	-/1000	0/0	0/3	0/0	0/10	2	0	4	2	2	2	8/0	La Repth	N/A	C
Scarab Earring	26	-/1200	0/0	0/3	0/0	0/11	0	2	2	4	2	2	9/0	La Repth, Rip Maen	N/A	C/M
Thunder Torque	31	2800/1400	0/0	0/3	0/0	0/12	2	2	2	2	4	0	10/0	La Repth, Rip Maen	N/A	S/C/M
Bat Earrings	36	-/1600	0/0	1/4	-2/0	-2/12	2	2	2	2	0	4	10/0	Ola Repth, Rip Maen	N/A	C/M
Gold Necklace	41	-/1800	0/0	2/4	-3/1	-3/13	1	1	1	1	1	1	10/1	Ola Repth, Rip Maen	N/A	C/T/M
War Headband	46	-/2000	0/0	1/5	-4/1	-4/13	1	1	1	1	1	1	11/1	Ola Repth, Rip Maen	N/A	C/M
Imp Earrings	51	4400/2200	0/0	2/5	-5/1	-5/14	2	2	2	2	2	2	11/2	Ola Repth, Rip Maen	N/A	C/T/M
Dragon Crest	56	-/2400	0/1	1/6	-4/1	-4/14	5	1	1	0	1	1	12/2	Ola Repth, Rip Maen	N/A	C/T/M
Fox Crest	61	-/2600	0/1	2/6	-4/1	-4/15	1	5	0	1	1	1	12/3	Ola Repth, Rip Maen	N/A	C/T/M
Wolf Crest	66	-/2800	0/1	2/7	-3/1	-3/15	1	0	5	1	1	1	12/4	Ola Repth, Rip Maen	N/A	C/T/M
Owl Crest	71	-/3000	0/2	3/7	-3/2	-3/18	0	1	1	5	1	1	12/5	Phal Repth, Rip Maen	N/A	C/T/M

Head Armor (suitable for all Classes EXCEPT the Wavemaster Class)

Name	Lv	B/S	P/M Atk	P/M Def	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes	Obtain
Nomad's Hood	2	-/250	0/0	1/1	0/0	1/1	1	1	1	1	1	1	0/0	Repth	N/A	C/T/M
Goblin Cap*	**6**	**-/400**	**0/0**	**1/0**	**0/0**	**0/0**	**0**	**0**	**0**	**0**	**0**	**0**	**0/20**	**Maj Lei**	**N/A**	**E**
Guard Cap	7	900/450	0/0	1/1	0/0	2/2	1	1	1	1	1	1	0/0	Repth	N/A	S/C
Goblin Cap A*	**8**	**-/500**	**0/0**	**2/0**	**0/0**	**0/0**	**0**	**0**	**0**	**0**	**0**	**0**	**0/40**	**Maj Lei**	**N/A**	**E**
Goblin Cap S*	**11**	**-/600**	**0/0**	**3/0**	**0/0**	**0/0**	**0**	**0**	**0**	**0**	**0**	**0**	**0/60**	**Maj Lei**	**N/A**	**E**
Hunter's Hood	12	-/650	0/0	2/2	0/0	3/3	4	1	1	1	1	1	1/1	Repth	N/A	C/M
Ice Hunter Cap	17	-/850	0/0	2/2	0/0	4/4	2	4	0	2	2	2	2/2	Repth	N/A	C/M
Fire Dance Hat	22	-/1050	0/0	2/2	0/0	5/5	2	0	4	2	2	2	3/3	Repth	N/A	C/M
Peasant's Cap	27	-/2250	0/0	2/2	0/0	6/6	0	2	2	4	2	2	4/4	Repth, Rip Maen	N/A	C/M
Lightning Cap	32	-/1450	0/0	2/2	0/0	7/7	2	2	2	2	4	0	5/5	Repth, Rip Maen	N/A	C
Darkness Hood	37	3300/1650	0/0	3/3	1/0	7/7	2	2	2	2	0	4	5/5	Ol Repth, Rip Maen	N/A	S/C
Golden Turban	42	-/1850	1/1	3/3	0/1	0/9	2	2	2	2	2	2	5/5	Ol Repth, Rip Maen	N/A	C/M
Infantry Cap	47	-/2050	0/0	3/3	1/0	7/7	2	2	2	2	2	2	6/6	Ol Repth, Rip Synk	N/A	C/M
Demon's Cap	52	4500/2250	1/1	3/4	0/2	0/9	2	2	2	2	2	2	6/6	Ol Repth, Rip Teyn	N/A	S/C/T
Eagle Hood	57	-/2450	0/0	4/4	1/0	7/7	5	1	1	0	1	1	5/5	Ol Repth, Rip Synk	N/A	C/T
Ice Tiger Hood	63	-/2650	0/1	4/5	0/2	3/9	1	5	0	1	1	1	5/5	Ol Repth, Rip Teyn	N/A	C/T/M
Fire Lion Hood	68	-/2850	0/0	5/4	1/0	9/9	1	0	5	1	1	1	5/5	Ol Repth, Rip Teyn	N/A	C/T
Cave Bear Hood	73	-/3050	0/2	4/5	0/2	3/11	0	1	1	5	1	1	4/4	Pha Repth, Rip Synk	N/A	C/T/M
Lady's Cap*	**73**	**-/3050**	**0/2**	**-10/5**	**0/30**	**-10/11**	**0**	**0**	**0**	**0**	**0**	**0**	**5/5**	**Pha Repth, Maj Lei**	**N/A**	**E**
Cats Hat*	**73**	**-/3050**	**-2/5**	**4/5**	**0/12**	**0/11**	**2**	**2**	**2**	**2**	**2**	**2**	**9/9**	**Ola Repth, Rip Maen**	**N/A**	**T**

Heavy Head Armor (suitable ONLY for the Heavy Axeman and Heavy Blade Classes)

Name	Lv	B/S	P/M Atk	P/M Def	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes	Obtain
Head Gear	3	-/300	0/0	2/0	0/0	6/0	1	1	1	1	1	1	0/4	Ap Ganz	N/A	C/M
Ceramic Helm*	**7**	**-/450**	**0/0**	**2/5**	**0/0**	**3/5**	**1**	**1**	**1**	**1**	**1**	**1**	**1/2**	**Rig Saem, Rig Geam**	**N/A**	**E**
Face Guard	8	1000/500	0/0	3/0	0/0	7/0	1	1	1	1	1	1	0/5	Ap Ruem	N/A	S/C
Mountain Helm	13	-/700	0/0	3/0	0/0	8/0	1	1	1	1	1	1	0/6	Ap Ganz	N/A	C/M
Ice Helm	18	-/900	0/0	3/0	0/0	10/0	2	4	0	2	2	2	0/7	Ap Ruem	N/A	C/M
Fire Helm	23	-/1100	0/0	3/0	0/0	10/0	2	0	4	2	2	2	0/8	Ap Vakz	N/A	C/M
Forester Helm	28	-/1300	0/0	3/0	0/0	11/0	0	2	2	4	2	2	0/9	Ap Juka, Ap Vorma	N/A	C/T/M
Stormlord Helm	33	3000/1500	0/0	3/0	0/0	12/0	2	2	2	2	4	0	0/10	Ap Raio, Ap Torv	N/A	S/C/T
Midnight Helm	38	-/1700	1/0	6/0	0/0	13/0	2	2	2	2	0	4	0/10	Repth, Rip Maen	N/A	C/T/M
Golden Helm	44	-/1900	0/1	6/0	1/0	10/1	2	2	2	2	2	2	1/10	Repth, Rip Synk	N/A	C/M
Samurai Helm	49	-/2100	1/0	7/1	0/0	10/1	2	2	2	2	2	2	1/11	Repth, Rip Teyn	N/A	C/M
Devil Helm	54	4600/2300	0/1	7/1	1/1	10/1	2	2	2	2	2	2	2/11	Repth, Rip Teyn	N/A	S/C/T
Rock Dragon	59	-/2500	1/0	8/1	0/0	10/2	10	5	5	0	5	5	2/12	Repth, Rip Synk	N/A	C/T
Ice Dragon	64	-/2700	0/2	8/2	1/1	11/3	5	10	0	5	5	5	3/12	Repth, Rip Teyn	N/A	C/T
Fire Dragon	69	-/2900	1/0	9/2	0/1	12/5	5	0	10	5	5	5	4/12	Repth, Rip Synk	N/A	C/T/M
Spirit Dragon	74	-/3100	0/2	9/2	1/2	12/5	0	5	5	10	5	5	5/12	Ol Repth, Rip Teyn	N/A	C/T/M

Body Armor

Light Body Armor (suitable for all Classes)

Name	Lv	B/S	P/M Atk	P/M Def	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes	Obtain
Leather Coat	1	-/200	0/0	0/2	0/0	0/6	1	1	1	1	1	1	4/0	N/A	N/A	C
Time Sash*	**4**	**-/350**	**0/0**	**0/0**	**0/0**	**0/25**	**0**	**0**	**0**	**0**	**0**	**0**	**0/0**	**Ap Do**	**N/A**	**E**
Noble Cloak	6	-/400	0/0	0/3	0/0	0/7	1	1	1	1	1	1	5/0	N/A	N/A	S
Kagayuzen*	**8**	**-/500**	**0/10**	**0/8**	**0/10**	**0/8**	**0**	**0**	**0**	**0**	**0**	**0**	**8/0**	**Miu Lei**	**No Dam. +15**	**E**
Hiking Gear	11	1200/600	0/0	0/3	0/0	0/8	1	1	1	1	1	1	6/0	Gan Zot	N/A	S/C/M
Winter Coat	16	-/800	0/0	0/3	0/0	0/9	2	4	0	2	2	2	7/0	Rue Zot	N/A	Vol.1, Vol.2
Fireman's Coat	21	-/1000	0/0	0/3	0/0	0/10	2	0	4	2	2	2	8/0	Vak Kruz	N/A	C/M
Lincoln Green	26	-/1200	0/0	0/3	0/0	0/11	0	2	2	4	2	2	9/0	Juk Zot	N/A	C/M
Thunder Cloak	31	2800/1400	0/0	0/3	0/0	0/12	2	2	2	2	4	0	10/0	Rai Kruz	N/A	S/C
Demon Cloak	36	-/1600	0/0	1/4	-2/0	-2/12	2	2	2	2	0	4	10/0	Ani Don	N/A	C/M
Saint Cross	41	-/1800	0/0	2/4	-3/1	-3/13	1	1	1	1	1	1	10/1	RaJuk Zot, Rue Zot	N/A	C/T/M
Blood Suit	46	-/2000	0/0	1/5	-4/1	-4/13	1	1	1	1	1	1	11/1	BiAni Don, Vak Kruz	N/A	C/M
Priest's Stole	51	4400/2200	0/0	2/5	-5/1	-5/14	2	2	2	2	2	2	11/2	GiRai Rom, Gan Zot	N/A	S/C/T
Tribal Robes	56	-/2400	0/1	1/6	-4/1	-4/14	5	1	1	0	1	1	12/2	OrGan Rom, GiGan Don	N/A	C/T/M
Flowing Robes	61	-/2600	0/1	2/6	-4/1	-4/15	1	5	0	1	1	1	12/3	OrGan Rom, GiRue Kruz	N/A	C/T/M
Blazing Robes	66	-/2800	0/1	2/7	-3/1	-3/15	1	0	5	1	1	1	12/4	OrGan Rom, GiVak Kruz	N/A	C/T
Airy Robes	71	-/3000	0/2	3/7	-3/2	-3/16	0	1	1	5	1	1	12/5	RaJuk Rom, MeJuk Kruz	N/A	C/T/M

Body Armor (suitable for all Classes, EXCEPT the Wavemaster Class)

Name	Lv	B/S	P/M Atk	P/M Def	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes	Obtain
Leather Armor	2	-/250	0/0	1/1	0/0	1/1	1	1	1	1	1	1	0/0	N/A	N/A	C/T/M
Goblin Mail*	**6**	**-/400**	**0/0**	**1/0**	**0/0**	**0/0**	**0**	**0**	**0**	**0**	**0**	**0**	**0/20**	**Dek Do**	**N/A**	**E**
Ring Mail	7	-/450	0/0	1/1	0/0	2/2	1	1	1	1	1	1	0/0	N/A	N/A	C
Goblin Mail A*	**8**	**-/500**	**0/0**	**2/0**	**0/0**	**0/0**	**0**	**0**	**0**	**0**	**0**	**0**	**0/40**	**Dek Do**	**N/A**	**E**
Goblin Mail S*	**11**	**-/600**	**0/0**	**3/0**	**0/0**	**0/0**	**0**	**0**	**0**	**0**	**0**	**0**	**0/60**	**Dek Do**	**N/A**	**E**
Wyrm Hide	12	1300/650	0/0	2/2	0/0	3/3	4	1	1	1	1	1	1/1	Gan Don	N/A	S/C/M
Wyrm Scale	17	-/850	0/0	2/2	0/0	4/4	2	4	0	2	2	2	2/2	Rue Kruz	N/A	C/M
Firedrake Mail	22	-/1050	0/0	2/2	0/0	5/5	2	0	4	2	2	2	3/3	Vak Kruz	N/A	C/M
Holy Tree Mail	27	-/1250	0/0	2/2	0/0	6/6	0	2	2	4	2	2	4/4	Juk Kruz	N/A	C/M
Quakebeast Fur	32	-/1450	0/0	2/2	0/0	7/7	2	2	2	2	4	0	5/5	Rai Kruz	N/A	C
Bone Armor	37	3300/1650	0/0	3/3	1/0	7/7	2	2	2	2	0	4	5/5	Ani Don	N/A	S/C/T/M
Linen Cuirass	42	-/1850	1/1	3/3	0/1	0/9	2	2	2	2	2	2	5/5	Vak Rom, Dek Corv	N/A	C/M
Bandit Mail	47	-/2050	0/0	3/3	1/0	7/7	2	2	2	2	2	2	6/6	Juk Rom, Dek Vorv	N/A	C/M
Segmentart	52	4500/2250	1/1	3/4	0/2	0/9	2	2	2	2	2	2	6/6	Rai Rom, Dek Torv	N/A	S/C/T/M
Jasper Hauberk	57	-/2450	0/0	4/4	1/0	7/7	5	1	1	0	1	1	5/5	MeGan Rom, Dek Ganz	N/A	C/T/M
Frost Hauberk	63	-/2650	0/1	4/5	0/2	3/9	1	5	0	1	1	1	5/5	MeGan Rom, Dek Ruem	N/A	C/T/M
Blaze Hauberk	68	-/2850	0/0	5/4	1/0	9/9	1	0	5	1	1	1	5/5	BiVak Rom, Dek Vakz	N/A	C/M
Spirit Hauberk	73	-/3050	0/2	4/5	0/2	3/11	0	1	1	5	1	1	4/4	BiJuk Rom, Dek Juka	N/A	C/T/M
Lady's Mail*	**73**	**-/3050**	**0/2**	**-10/5**	**0/30**	**-10/11**	**0**	**0**	**0**	**0**	**0**	**0**	**5/5**	**Miu Lei, Mumyn Lei**	**N/A**	**C**
Cats Mail*	**73**	**-/3050**	**-5/5**	**4/5**	**0/12**	**0/11**	**2**	**2**	**2**	**2**	**2**	**2**	**9/9**	**Dek Vorv, Dek Torv**	**N/A**	**T**

Heavy Body Armor (suitable ONLY for the Heavy Axeman and Heavy Blade Classes)

Name	Lv	B/S	P/M Atk	P/M Def	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes	Obtain
Brigandine	3	-/300	0/0	2/0	0/0	6/0	1	1	1	1	1	1	0/4	N/A	N/A	C
Plate Armor	8	-/500	0/0	3/0	0/0	7/0	1	1	1	1	1	1	0/5	N/A	N/A	C/M
Grand Armor	13	1400/700	0/0	3/0	0/0	8/0	4	2	2	0	2	2	0/6	Ap Ganz	N/A	S/C/M
Frost Armor	18	-/900	0/0	3/0	0/0	9/0	2	4	0	2	2	2	0/7	Ap Ruem	N/A	C/M
Blaze Armor	23	-/1100	0/0	3/0	0/0	10/0	2	0	4	2	2	2	0/8	Ap Vakz	N/A	C/M
Spirit Armor	28	-/1300	0/0	3/0	0/0	11/0	0	2	2	4	2	2	0/9	Ap Juka	N/A	C/M
Thunder Armor	33	3000/1500	0/0	3/0	0/0	12/0	2	2	2	2	4	0	0/10	Ap Raio	N/A	S/C
Ebony Armor	38	-/1700	1/0	6/0	0/0	13/0	3	3	3	3	0	4	0/10	Ani Don	N/A	C/M
Kris Armor	44	-/1900	0/1	6/0	1/0	10/0	3	3	3	3	3	3	1/10	Rai Rom, Ap Corv	N/A	C/M
Masamune Armor	49	-/2100	1/0	7/1	0/0	10/1	4	4	4	4	4	4	1/11	Juk Rom, Ap Vorma	N/A	C/M
Armor of Hell	54	4600/2300	0/1	7/1	1/1	10/1	4	4	4	4	4	4	2/11	Vak Rom, Ap Torv	N/A	S/C/T
Earth Beast	59	-/2500	1/0	8/1	0/0	10/2	10	5	5	0	5	5	2/12	Gan Rom, Ap Ganz	N/A	C/T/M
Water Beast	64	-/2700	0/2	8/2	1/1	11/3	5	10	0	5	5	5	3/12	Rue Rom, Ap Ruem	N/A	C/T/M
Fire Beast	69	-/2900	1/0	9/2	0/1	12/5	5	0	10	5	5	5	4/12	Vak Rom, Ap Vakz	N/A	C/T/M
Tree Beast	74	-/3100	0/2	9/2	1/2	12/5	0	5	5	10	5	5	5/12	Juk Rom, Ap Juka	N/A	C/T/M

Hand Armor

Light Hand Armor (suitable for all Classes)

Name	Lv	B/S	P/M Atk	P/M Def	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes	Obtain
Wrist Band	1	-/200	0/0	0/2	0/0	0/6	1	1	1	1	1	1	4/0	N/A	N/A	C/M
Silver Bracer	6	800/400	0/0	0/3	0/0	0/7	1	1	1	1	1	1	5/0	N/A	N/A	S/C
Fossil Bracer	11	-/600	0/0	0/3	0/0	0/8	1	1	1	1	1	1	6/0	Gan Rom	N/A	C/M
Frost Bracer	16	-/800	0/0	0/3	0/0	0/9	2	4	0	2	2	2	7/0	Rue Rom	N/A	C/M
Time Bracer*	**18**	**-/900**	**1/0**	**9/2**	**0/0**	**12/4**	**0**	**0**	**0**	**0**	**0**	**0**	**0/0**	**Ap Do**	**N/A**	**E**
Fire Bracer	21	-/1000	0/0	0/3	0/0	0/10	2	0	4	2	2	2	8/0	Vak Rom	N/A	C/M
Air Bracer	26	-/1200	0/0	0/3	0/0	0/11	0	2	2	4	2	2	9/0	Juk Rom	N/A	C/M
Storm Bracer	31	2800/1400	0/0	0/3	0/0	0/12	2	2	2	2	4	0	10/0	Rai Rom	N/A	S/C/M
Jet Bracer	36	-/1600	0/0	1/4	-2/0	-2/12	2	2	2	2	0	4	10/0	Ani Kruz	N/A	C/M
Protect Ring	41	-/1800	0/0	1/4	-3/1	-3/13	1	1	1	1	1	1	10/1	MeJuk Kruz	N/A	C/T/M
Able Ring	46	-/2000	0/0	1/5	-4/1	-4/13	1	1	1	1	1	1	11/1	MeRai Don, Rig Saem	N/A	C
Geist Ring	51	4400/2200	0/0	1/5	-5/1	-5/14	2	2	2	2	2	2	11/2	MeAni Kruz, Ranki Lei	Skill Drain +5	S/C/T/M
Rock Guard	56	-/2400	0/1	1/6	-4/1	-4/14	5	1	1	0	1	1	12/2	OrGan Don, GiGan Zot	N/A	C/T/M
Briny Guard	61	-/2600	0/1	2/6	-4/1	-4/15	1	5	0	1	1	1	12/3	OrRue Rom, GiRue Kruz	N/A	C/T
Charred Guard	66	-/2800	0/1	2/7	-3/1	-3/15	1	0	5	1	1	1	12/4	OrVak Rom, GiVak Don	N/A	C/T
Hunting Guard	71	-/3000	0/2	3/7	-3/2	-3/16	0	1	1	5	1	1	12/5	RaJuk Rom, MeJuk Kruz	N/A	C/T

Hand Armor (suitable for all Classes, EXCEPT the Wavemaster Class)

Name	Lv	B/S	P/M Atk	P/M Def	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes	Obtain
Leather Gloves	2	-/250	0/0	2/4	-3/1	-3/13	1	1	1	1	1	1	0/0	N/A	N/A	C/T/M
Silver Gloves	7	900/450	0/0	1/5	-4/1	-4/13	1	1	1	1	1	1	0/0	N/A	N/A	S/C
Miner's Gloves	12	-/650	0/0	2/5	-5/1	-5/14	4	1	1	1	1	1	1/1	Dek Ganz	N/A	C/M
Goblin Gloves*	**13**	**-/700**	**0/1**	**6/0**	**1/0**	**10/0**	**0**	**0**	**0**	**0**	**0**	**0**	**0/20**	**Duk Lei**	**N/A**	**E**
Fishing Gloves	17	-/850	0/1	1/6	-6/1	-6/14	2	4	0	2	2	2	2/2	Dek Ruem	N/A	C/M
Goblin Gloves A*	**17**	**-/850**	**1/0**	**7/1**	**0/0**	**10/1**	**0**	**0**	**0**	**0**	**0**	**0**	**0/40**	**Duk Lei**	**N/A**	**E**
Goblin Gloves S*	**18**	**-/900**	**0/1**	**7/1**	**1/1**	**10/1**	**0**	**0**	**0**	**0**	**0**	**0**	**0/60**	**Duk Lei**	**N/A**	**E**
Smith's Gloves	22	-/1050	0/1	2/6	-7/1	-7/15	2	0	4	2	2	2	3/3	Dek Vakz	N/A	C/M
Forest Gloves	27	-/1250	0/1	2/7	-8/1	-8/15	0	2	2	4	2	2	4/4	Dek Juka	N/A	C/M
Thunder Gloves	32	-/1450	0/2	3/7	-9/2	-9/16	2	2	2	2	4	0	5/5	Dek Raio	N/A	C/M
Gloves of Dark	37	3300/1650	0/2	2/8	-10/2	-10/16	2	2	2	2	0	4	5/5	Ani Kruz	N/A	S/C/T/M
Bouncer Gloves	42	-/1850	0/2	3/8	-11/2	-11/17	2	2	2	2	2	2	5/5	Gan Don	N/A	C/M
Able Gloves	47	-/2050	0/3	2/9	-12/3	-12/17	2	2	2	2	2	2	6/6	Juk Kruz	N/A	C/M
Drain Gloves	52	4500/2250	0/3	3/9	-13/3	-13/18	2	2	2	2	2	2	6/6	Ani Kruz	Skill Drain +5	S/C/T
Hammer Gloves	57	-/2450	0/0	4/4	1/0	7/7	5	1	1	0	1	1	5/5	GiGan Don, Dek Corv	N/A	C/T
Ocean Gloves	63	-/2650	0/1	4/5	0/2	3/9	1	5	0	1	1	1	5/5	GiRue Kruz, Dek Torv	N/A	C/T/M
Inferno Gloves	68	-/2850	0/0	5/4	1/0	9/9	1	0	5	1	1	1	5/5	GiVak Don, Dek Corma	N/A	C/T
Sonic Gloves	73	-/3050	0/2	4/5	0/2	3/11	0	1	1	5	1	1	4/4	MeJuk Kruz, Dek Torma	N/A	C/T
Lady's Gloves*	**73**	**-/3050**	**0/2**	**8/2**	**1/1**	**11/3**	**0**	**0**	**0**	**0**	**0**	**0**	**5/5**	**Ranki Lei, Maj Lei**	**N/A**	**C**
Cats Gloves*	**73**	**-/3050**	**0/2**	**9/2**	**1/2**	**13/5**	**2**	**2**	**2**	**2**	**2**	**2**	**9/9**	**Rip Teyn, Rip Synk**	**N/A**	**T**

Heavy Hand Armor (suitable ONLY for the Heavy Axeman and Heavy Blade Classes)

Name	Lv	B/S	P/M Atk	P/M Def	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes	Obtain
Rusted Hands	3	-/300	1/1	3/3	0/1	0/9	1	1	1	1	1	1	0/4	N/A	N/A	C
Silver Hands	8	1000/500	0/0	3/3	1/0	7/7	1	1	1	1	1	1	0/5	N/A	N/A	S/C
Hands of Earth	13	-/700	1/1	3/4	0/2	0/9	4	2	2	0	2	2	0/6	Dek Ganz	N/A	C/M
Hands of Water	18	-/900	0/0	4/4	1/0	7/7	2	4	0	2	2	2	0/7	Dek Ruem	N/A	C
Hands of Fire	23	-/1100	1/1	4/5	0/2	0/9	2	0	4	2	2	2	0/8	Dek Vakz	N/A	C/M
Hands of Wood	28	-/1300	0/0	4/4	1/0	8/7	0	2	2	4	2	2	0/9	Dek Juka	N/A	C/M
Hands of Storm	33	3000/1500	1/2	4/5	0/2	0/11	2	2	2	2	4	0	0/10	Dek Raio	N/A	S/C
Hands of Ebony	38	-/1700	1/2	4/5	1/0	9/7	3	3	3	3	0	4	0/10	Ani Kruz	N/A	C
Hands of Ronin	44	-/1900	1/2	4/6	0/3	0/11	3	3	3	3	3	3	1/10	Vak Don	N/A	C/M
Able Hands	49	-/2100	0/0	5/4	1/0	9/7	4	4	4	4	4	4	1/11	Juk Kruz	N/A	C/T/M
Cursed Hands	54	4600/2300	1/3	5/6	0/3	0/13	4	4	4	4	4	4	2/11	Rai Don	N/A	S/C/T/M
Gaia Hands	59	-/2500	1/0	8/1	0/0	10/2	10	5	5	0	5	5	2/12	Gan Don, Dek Corv	N/A	C/T/M
Aqua Hands	64	-/2700	0/2	8/2	1/1	11/3	5	10	0	5	5	5	3/12	Rue Kruz, Dek Torv	N/A	C/T
Fire Hands	69	-/2900	1/0	9/2	0/1	12/5	5	0	10	5	5	5	4/12	Vak Don, Dek Corma	N/A	C/T
Sprite Hands	74	-/3100	0/2	9/2	1/2	12/5	0	5	5	10	5	5	5/12	Juk Kruz, Dek Vakz	N/A	C/T

Leg Armor

Light Leg Armor (suitable for all Classes)

Name	Lv	B/S	P/M Atk	P/M Def	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes	Obtain
Sandals	1	-/200	0/0	0/2	0/0	0/6	1	1	1	1	1	1	4/0	N/A	N/A	C
Leg Mail	6	-/400	0/0	0/3	0/0	0/7	1	1	1	1	1	1	5/0	N/A	N/A	C
Ceramic Anklet*	**11**	**1200/600**	**0/0**	**0/3**	**0/0**	**0/8**	**1**	**1**	**1**	**1**	**1**	**1**	**6/0**	**Dek Ganz**	**N/A**	**S/C/M**
Frost Anklet	16	-/800	0/0	0/3	0/0	0/9	2	4	0	2	2	2	7/0	Dek Ruem,	N/A	C/M
Time Sandals*	**19**	**-/950**	**1/2**	**4/6**	**0/3**	**0/11**	**0**	**0**	**0**	**0**	**0**	**0**	**0/0**	**Ap Do**	**N/A**	**E**
Iron Anklet	21	-/1000	0/0	0/3	0/0	0/10	2	0	4	2	2	2	8/0	Dek Vakz	N/A	C/M
Oak Anklet	26	-/1200	0/0	0/3	0/0	0/11	0	2	2	4	2	2	9/0	Dek Juka	N/A	C/M
Thunder Anklet	31	2800/1400	0/0	0/3	0/0	0/12	2	2	2	2	4	0	10/0	Dek Raio	N/A	S/C
Ninja Anklet	36	-/1600	0/0	1/4	-2/0	-2/12	2	2	2	2	0	4	10/0	BiVak Rom, GiGan Zot	N/A	C/M
Greave Sticker	41	-/1800	0/0	1/4	-3/1	-3/13	1	1	1	1	1	1	10/1	RaJuk Zot, MeRue Zot	N/A	C/M
Ivory Greaves	46	-/2000	0/0	1/5	-4/1	-4/13	1	1	1	1	1	1	11/1	MeRai Kruz, GiVak Kruz	N/A	C/M
Devil Greaves	51	4400/2200	0/0	1/5	-5/1	-5/14	2	2	2	2	2	2	11/2	MeAni Zot, RaJuk Zot	N/A	S/C/T/M
Stone Greaves	56	-/2400	0/1	1/6	-4/1	-4/14	5	1	1	0	1	1	12/2	OrGan Zot, Dek Ganz	N/A	C/T/M
Sea Greaves	61	-/2600	0/1	2/6	-4/1	-4/15	1	5	0	1	1	1	12/3	LaRue Zot, Dek Ruem	N/A	C/T/M
Lava Greaves	66	-/2800	0/1	2/7	-3/1	-3/15	1	0	5	1	1	1	12/4	MeVak Kruz, Dek Vakz	N/A	C/T/M
Oaken Greaves	71	-/3000	0/2	3/7	-3/2	-3/16	0	1	1	5	1	1	12/5	OrJuk Zot, Dek Juka	N/A	C/T/M

Leg Armor (suitable for all Classes, EXCEPT the Wavemaster Class)

Name	Lv	B/S	P/M Atk	P/M Def	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes	Obtain
Safety Shoes	2	-/250	0/0	1/1	0/0	1/1	1	1	1	1	1	1	0/0	N/A	N/A	C/M
Jungle Boots	7	-/450	0/0	1/1	0/0	2/2	1	1	1	1	1	1	0/0	N/A	N/A	C
Goblin Boots*	**9**	**-/550**	**1/1**	**3/4**	**0/2**	**0/9**	**0**	**0**	**0**	**0**	**0**	**0**	**0/20**	**Dek Juka**	**N/A**	**E**
Goblin Boots A*	**11**	**-/600**	**0/0**	**4/4**	**1/0**	**7/7**	**0**	**0**	**0**	**0**	**0**	**0**	**0/40**	**Dek Juka**	**N/A**	**E**
Mountain Boots	12	1300/650	0/0	2/2	0/0	3/3	4	1	1	1	1	1	1/1	Ap Corv	N/A	S/C/M
Goblin Boots S*	**14**	**-/750**	**1/1**	**4/5**	**0/2**	**0/9**	**0**	**0**	**0**	**0**	**0**	**0**	**0/60**	**Dek Juka**	**N/A**	**E**
Snow Panther	17	-/850	0/0	2/2	0/0	4/4	2	4	0	2	2	2	2/2	Ap Vorma	N/A	C/M
Fire Lizard	22	-/1050	0/0	2/2	0/0	5/5	2	0	4	2	2	2	3/3	Ap Torv	N/A	C/M
Ranger's Boots	27	-/2250	0/0	2/2	0/0	6/6	0	2	2	4	2	2	4/4	Ap Corv	N/A	C/M
Lucky Shoes*	**27**	**-/1250**	**1/2**	**4/5**	**0/2**	**0/11**	**0**	**0**	**0**	**0**	**0**	**0**	**1/1**	**Rig Saem, Rig Teyn**	**No Dam. +15**	**M**
Thunder Boots	32	-/1450	0/0	2/2	0/0	7/7	2	2	2	2	4	0	5/5	Ap Vorma	N/A	C
Ninja Socks	37	3300/1650	0/0	3/3	0/0	7/7	2	2	2	2	0	4	5/5	Ani Zot	N/A	S/C
Deluxe Boots	42	-/1850	0/1	3/3	0/1	0/9	2	2	2	2	2	2	5/5	Gan Zot	N/A	C/T/M
Powered Boots	47	-/2050	0/0	3/3	0/0	7/7	2	2	2	2	2	2	6/6	Juk Zot	N/A	C/M
Osorezan Socks	52	4500/2250	0/0	0/2	0/0	0/6	2	2	2	2	2	2	6/6	Ani Zot	N/A	S/C/T
Stone Solleret	57	-/2450	0/0	4/4	1/0	7/7	5	1	1	0	1	1	5/5	GiGan Zot, Dek Ganz	N/A	C/T
Frost Solleret	63	-/2650	0/1	4/5	0/2	3/9	1	5	0	1	1	1	5/5	MeRue Zot, Dek Ruem	N/A	C/T
Blaze Solleret	68	-/2850	0/0	5/4	1/0	9/9	1	0	5	1	1	1	5/5	GiVak Kruz, Dek Vakz	N/A	C/T/M
Oaken Solleret	73	-/3050	0/2	4/5	0/2	3/11	0	1	1	5	1	1	4/4	RaJuk Zot, Dek Juka	N/A	C
Lady's Shoes*	**73**	**-/3050**	**0/0**	**4/4**	**1/0**	**9/7**	**0**	**0**	**0**	**0**	**0**	**0**	**5/5**	**Dek Do, Duk Lei**	**N/A**	**C**
Cats Boots*	**73**	**-/3050**	**0/0**	**5/4**	**1/0**	**9/7**	**2**	**2**	**2**	**2**	**2**	**2**	**9/9**	**Dek Torv, Ap Do**	**N/A**	**T**

Heavy Leg Armor (suitable ONLY for the Heavy Axeman and Heavy Blade Classes)

Name	Lv	B/S	P/M Atk	P/M Def	P/M Acc	P/M Evd	Earth	Water	Fire	Wood	Thunder	Darkness	M/B Res	Skills	Notes	Obtain
Used Greaves	3	-/300	0/0	2/5	-5/1	-5/14	1	1	1	1	1	1	0/4	N/A	N/A	C/M
Leather Legs	8	-/500	0/1	1/6	-6/1	-6/14	1	1	1	1	1	1	0/5	N/A	N/A	C
Mountain Guard	13	1400/700	0/1	2/6	-7/1	-7/15	4	2	2	0	2	2	0/6	Repth	N/A	S/C/M
Aqua Guard	18	-/900	0/1	2/7	-8/1	-8/15	2	4	0	2	2	2	0/7	Rip Teyn	N/A	C/M
Flare Guard	23	-/1100	0/2	3/7	-9/2	-9/16	2	0	4	2	2	2	0/8	Rip Synk	N/A	C
Green Guard	28	-/1300	0/2	2/8	-10/2	-10/16	0	2	2	4	2	2	0/9	Rig Saem	N/A	C
Electric Guard	33	-/1500	0/2	3/8	-11/2	-11/17	2	2	2	2	4	0	0/10	Repth	N/A	S/C/M
Benkei's Guard	38	-/1700	0/3	2/9	-12/3	-12/17	3	3	3	3	0	4	0/10	Vak Kruz	N/A	C/M
Spiked Guard	44	-/1900	0/3	3/9	-13/3	-13/18	3	3	3	3	3	3	1/10	Juk Zot	N/A	C/M
Rare Greaves	49	-/2100	0/3	4/10	-15/3	-15/18	4	4	4	4	4	4	1/11	Rai Kruz	N/A	C/M
Magic Leg Mail	54	4600/2300	0/0	1/1	0/0	1/1	4	4	4	4	4	4	2/11	Ani Zot	N/A	S/C/T
Imp's Leg Mail	59	-/2500	1/0	8/1	0/0	10/2	10	5	5	0	5	5	2/12	Gan Zot, Dek Ganz	N/A	C/T/M
Ice Leg Mail	64	-/2700	0/2	8/2	1/1	11/3	5	10	0	5	5	5	3/12	Rue Zot, Dek Ruem	N/A	C/T/M
Flame Leg Mail	69	-/2900	1/0	9/2	0/1	12/5	5	0	10	5	5	5	4/12	Vak Kruz, Dek Vakz	N/A	C/T
Oaken Leg Mail	74	-/3100	0/2	9/2	1/2	12/5	0	5	5	10	5	5	5/12	Juk Zot, Dek Juka	N/A	C/T/M

THE SECRETS OF .HACK//OUTBREAK

Perhaps you've heard rumors of keywords hidden within the closed captioning of the anime versions of *.hack* or of ways in which you can meet the characters from *.hack//SIGN*? Well they are all true and this chapter tells you what to do and where to go to experience some of the anime related tie-in in *.hack//OUTBREAK*.

This chapter contains serious spoiler material, so don't read any further if you don't want to know about the Secret Keyword areas and the Phantom event!

Secret Keyword Areas

If you scan the *.hack//OUTBREAK* ad, or watch Volumes 4-6 of *.hack//SIGN* or even the *.hack//LIMINALITY* disc, you'll find hidden keywords that you can actually use within the game itself. The Dungeons in these areas hold the key to getting the Cats equipment from the wily traders in the Root Towns, and a full set of the rare and powerful Lady's equipment. Regardless of how you come by the Secret Keywords, you only have to input them via the New Keyword function on the Chaos Gate menu to access the area.

TIPS AND TRICKS FOR SURVIVING THE SECRET KEYWORD AREAS

The Secret Keyword areas are GREAT places to level up your characters during the "slow" parts of the game—or whenever you want to take a break from the action! They are filled with powerful, rare monsters and provide a challenge to the most experienced traveler.

Since each of these areas contain at least one infected monster, like Hou=Go&m, ^u{G/&)<i=n, and De{th I$p^a&t, you must keep a close eye on Kite's rate of infection. To defeat them, you must data drain each of them at least once. After facing several parties of infected beasts, Kite's infection level is likely to be in the red—or at least within the Warning range! Be careful and remember to balance Data Draining with hacking and slashing. Furthermore, be especially careful to return Kite's infection levels back to a safe range before continuing on to one of the main story line areas.

At the bottom of each dungeon, look for a treasure chest that contains a special item like the Lady's Cap. Then, head to the Gott Statue and get the second special item. The special item from the Gott's Statue can be traded for rare items and armor—including the Cats set of equipment.

To help you with the trading game, we're going to supply you with the Secret Keywords from *.hack//INFECTION* and *.hack//MUTATION*. In these areas you'll find the other special items that you need to trade in order to obtain rare items.

Name	Trade Item	Req. Offer	Trade Item	Req. Offer	Trade Item	Req. Offer
Alicia	Wolf Crest	Well Water x6	Inferno Gloves	Well Water x6	Cats Hat	3-Floor Tower
Annri	Airy Robes	Holy Sap x12	Oaken Solleret	Holy Sap x12	Super Wufei	Chinese Food
Benoit	Spirit Hauberk	Sports Drink x12	Oaken Leg Mail	Sports Drink x12	Yoshida (26)	Boxed Lunch
Cyan	Owl Crest	Well Water x12	Sonic Gloves	Well Water x12	Gimme Life	Rouge Fragment
Flare	Fire Dragon	6 Burning Oil	Lava Greaves	6 Burning Oil	Cats Gloves	1 Magnolia Miso
Fool	Blazing Robes	Holy Sap x6	Blaze Solleret	Holy Sap x6	Cats Boots	Scent of Gero
John	Tree Beast	Cooked Bile x12	Charred Guard	Cooked Bile x12	Oaken Greaves	Cooked Bile x12, Sports Drink x6
Jutah	Spirit Dragon	Burning Oil x12	Oaken Greaves	12 Burning Oil	Owl Crest	12 Burning Oil, 6 Pure Water
Micino	Rising Sun	Golden Axe x10	Jindachi	Golden Axe x10	Dragnir	Golden Axe x10
Panta	Cave Bear Hood	Pure Water x12	Sprite Hands	Pure Water x12	Key Axe	Ice Bar
Stare	Fire Lion Hood	Pure Water x6	Fire Hands	Pure Water x6	Cats Mail	Doll Amulet
Teria	Jasper Hauberk	Sports Drink x6	Flame Leg Mail	Sports Drink x6	Thunder Dad	Maiden's Plot
Tim	Professional	Silver Axe x10	Artisan Axe	Silver Axe x10	Tenami	Silver Axe x10
Waffle	Fire Beast	Cooked Bile x6	Hunting Guard	Cooked Bile x6	Dreams of Yore	Field's Deed

Secret Keyword Area Items

Vol.		Secret Keyword Name	Area Lv	Rare Item
1	Δ	Voluptuous Her Remnant	3	Kagayuzen
1	Δ	Hideous Organ Market Scaffold	14	Ice Bar
1	Θ	Dog Dancing Passionate Tri Pansy	19	Ceramic Helm
2	Λ	Capricious Unending Corridor	39	Chinese Food
2	Λ	Bottomless Soul Kaleidoscope	47	BL Yokohama
2	Λ	Lightless Sacred Remains	43	Bent Glasses
3	Σ	Noisy Sacred Ringing Ears	61	3-Floor Tower
3	Σ	Unusual Ghostly Remnant	62	Doll Amulet
3	Σ	Barking Hot-blooded 500 Lohan	62	Magnolia Miso
3	Σ	Ancient Destroyer's Battlefield	65	Scent of Gero
3	Σ	Greedy Gambler's Drift	67	Boxed Lunch
3	Σ	Tested Morphean Alchemy	68	Field's Deed
3	Σ	Entwined Prejudiced Chaos	68	Rouge Fragment
3	Σ	Abrasive False Tragedy	69	Maiden's Plot

Rare Item Trades

Trader's Name	Your Item	Trade Item
Alicia	3-Floor Tower	Cats Hat
Annri	Chinese Food	Super Wufei
Benoit	Boxed Lunch	Yoshida (26)
Cyan	Rouge Fragment	Gimme Life
Flare	Magnolia Miso	Cats Gloves
Fool	Scent of Gero	Cats Boots
Panta	Ice Bar	Key Axe
Stare	Doll Amulet	Cats Armor
Teria	Maiden's Plot	Thunder Dad
Waffle	Field's Deed	Dreams of Yore

Once you've acquired one or more of the rare items, it's time to look for a trading partner. Search for the characters listed below in the Root Towns, and trade for the rare item in his or her possession. This is the only way that you can collect the Cats equipment and gain the special skill, Meooow!

THE SECRET KEYWORD AREAS: MAPS AND STATS

To make your experience more worthwhile, the basic information about the Secret Keyword areas is given. Use the maps to make your way to the treasures on the bottom floor. You can use these stats to choose your party members and inventory items.

Σ Noisy Sacred Ringing Ears

Area Vitals

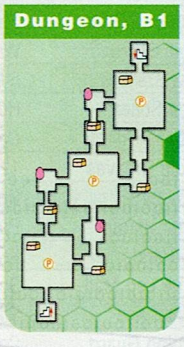
Battle Level:	61
Element:	Water
Grunty Food:	Cordyceps Bear Cat Egg Golden Egg
Environment:	Snow 1
Weather:	Afternoon

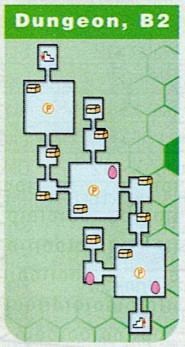
Monsters

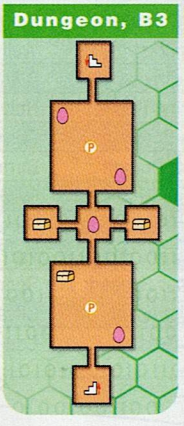
Bee Commando
Dark Guru
Mugai Wyvern
He{dhu&ter
Undead Voodoo

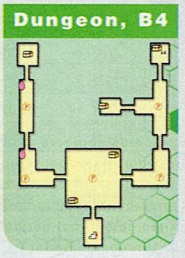
Special Items

3-Floor Tower
Lady's Cap







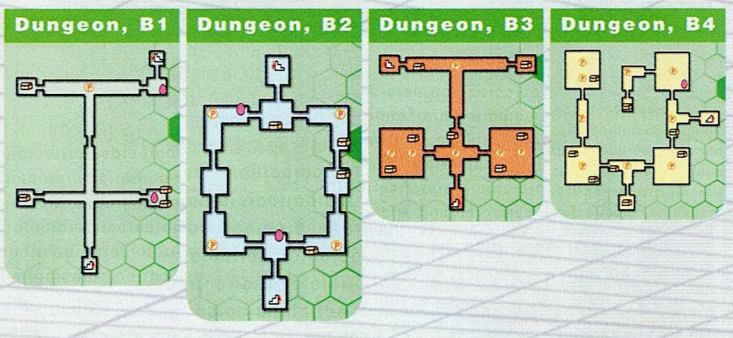


Σ Unusual Ghostly Remnant

Area Vitals	
Battle Level:	62
Element:	Earth
Grunty Food:	Root Vegetable Immature Egg Golden Egg
Environment:	Wilderness
Weather:	Night

Monsters
Bee Commando
Mugai Wyvern
%u{G/&}<i=n
San=Hi/
Spin Figure

Special Items
Doll Amulet
Lady's Mail

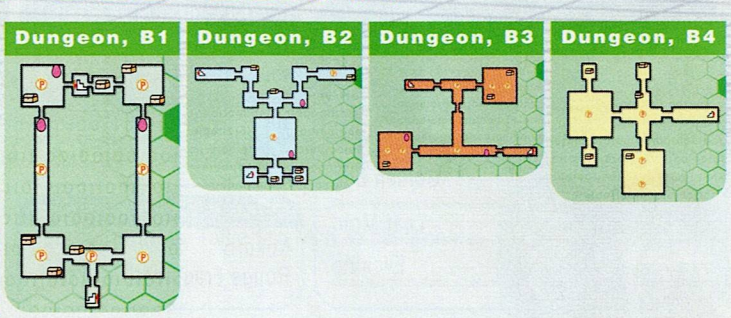


Σ Barking Hot-blooded 500 Lohan

Area Vitals	
Battle Level:	62
Element:	Fire
Grunty Food:	Snaky Cactus Bloody Egg Golden Egg
Environment:	Desert 1
Weather:	Evening

Monsters
Glygon
Hou=Go&m
/onB=ll^$&a
Spin Figure
Undead Voodoo

Special Items
Lady's Gloves
Magnolia Miso

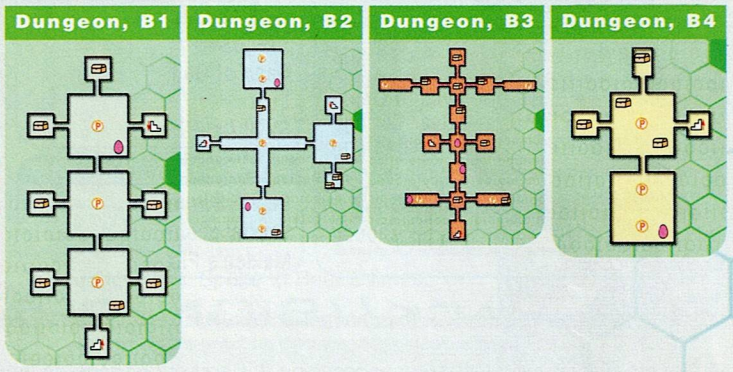


Σ Ancient Destroyer's Battlefield

Area Vitals	
Battle Level:	65
Element:	Wood
Grunty Food:	Mushroom Immature Egg Golden Egg
Environment:	Leaf Mold
Weather:	Cloudy

Monsters
Glygon
Gr=go&!
Org Napylon
ed^l}
Sand Mountain

Special Items
Lady's Shoes
Scent of Gero

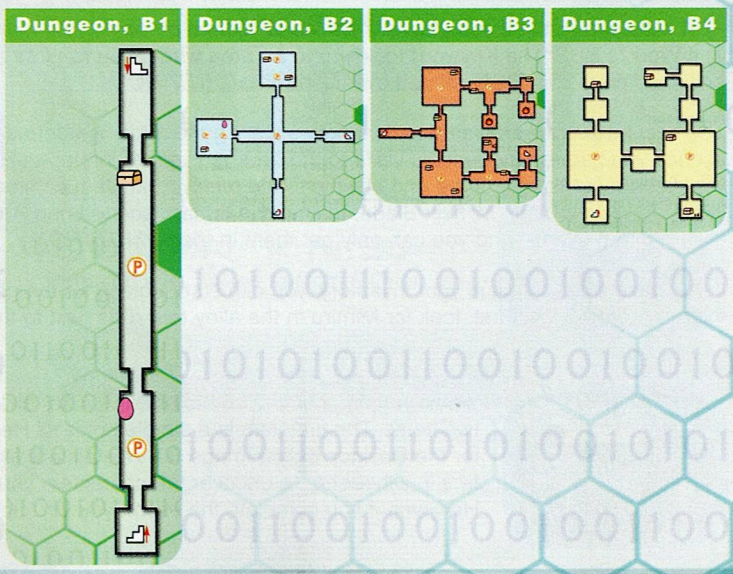


Σ Greedy Gambler's Drift

Area Vitals	
Battle Level:	67
Element:	Water
Grunty Food:	White Cherry
Environment:	Snow 2
Weather:	Snowing

Monsters
Acanthaster
Dark Maiden
He{dhu& er
Nightmare
Sand Mountain

Special Items
Boxed Lunch
Lady Killers

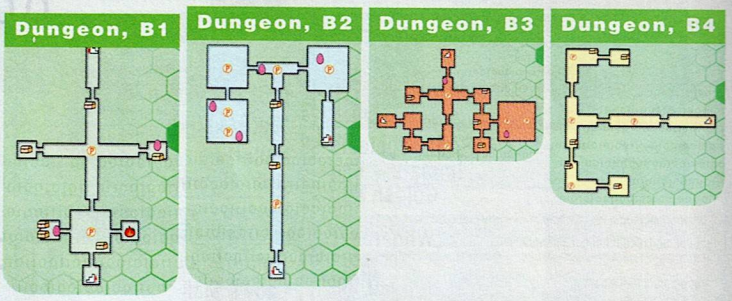


Σ Tested Morphean Alchemy

Area Vitals	
Battle Level:	68
Element:	Earth
Grunty Food:	Root Vegetable Immature Egg Golden Egg
Environment:	Wilderness
Weather:	Afternoon

Monsters
- Dark Maiden
- De{th I$p^a&t
- Earthman Drill
- Org Napylon
- Sand Mountain
- Stare

Special Items
- Field's Deed
- Vampire Blade

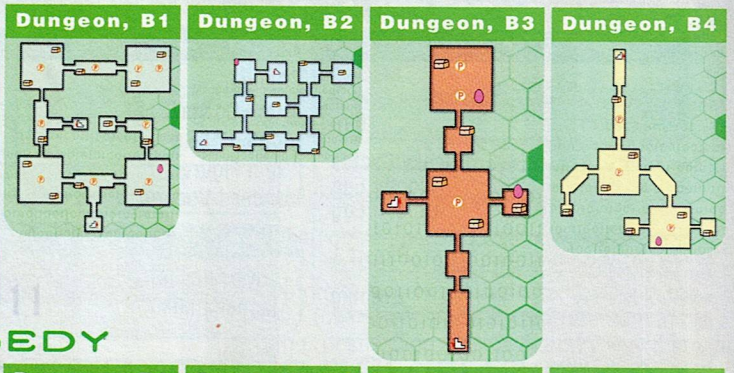


Entwined Prejudiced Chaos

Area Vitals	
Battle Level:	68
Element:	Wood
Grunty Food:	Mushroom Immature Egg Golden Egg
Environment:	Leaf Mold
Weather:	Evening

Monsters
- Dark Maiden
- Hand of God
- He{dhu& er
- Nightmare
- Stare

Special Items
- Kokoro
- Rouge Fragment

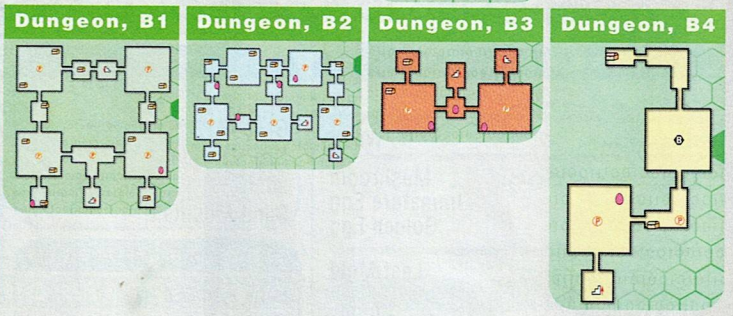


Σ Abrasive False Tragedy

Area Vitals	
Battle Level:	69
Element:	Fire
Grunty Food:	Twilight Onion Bear Cat Egg Golden Egg
Environment:	Scorching 2
Weather:	Cloudy

Monsters
- Dark Maiden
- Gr=go&!
- Hand of God
- Lich
- Sk^ll De}ilG$n

Special Items
- Bear's Sword
- Crystal Stone
- Maiden's Plot



The .hack//SIGN Phantom Event

Unlike the Secret Keyword Areas, accessing this secret depends on whether or not you acquired certain items from another SIGN related event in *.hack//MUTATION*.

First, let's backtrack! If you played the second volume of *.hack*, you might remember getting a Keyword from the "Long time no see" thread on The World's BBS. The Keyword took you to an area where you ran into a girl named Mimiru who looked a lot like BlackRose's twin. That was only the first of two SIGN related events in *.hack//MUTATION*.

The second event was a series of vignettes staring the main characters from *.hack//MUTATION*. To witness these scenes you had to pay periodic visits to the area Δ Hidden Forbidden Holy Ground. When you entered the cathedral you'd see a cut scene, at the end of which, Kite received an item commemorating the character's memory. These items (M:Wavemaster, M:Twin Blade, M:Heavy Axeman, and M:Long Arm) are the sole requirement to participating in the Phantom event—and you can only get them in *.hack//MUTATION*.

If you have these items in your inventory, you can start looking for the ghosted figures of the SIGN characters in the various Root Towns. First, look for Mimiru in the alley that runs next to the Magic Shop in the Δ Root Town.

When you find Mimiru, talk to her and, after she quotes a line from the anime, she'll give you two items. The first item is a simple bottle of Health Elixir. The second is a piece of wallpaper for the Desktop called Image 50. This picture features nine of the main *.hack//SIGN* characters in silhouette. To uncover the characters you are going to have to find each one and talk to them six times! However, if you complete the event, you end up with a gorgeous group portrait to commemorate your work.

The way the event works is as follows: You can only speak to one character at a time. Each time you speak to the current character, he or she speaks a line from the anime and disappears, leaving behind a powerful item for Kite's enjoyment. The first five items are always the same, while the sixth varies by character. Some characters will give you rare weapons as their sixth gift while others merely give you Golden and Silver Grunties.

Once you've spoken to a character, he or she disappears and heads to another location in one of the Root Towns. Look for the phantoms in front of stores, behind Grunty Shops and wandering along bridges or long stretches of road. Once you get used to looking for these barely visible characters, you'll be able to spot them without any problem at all. Of course, knowing where to look is key.

Once you've talked to a character six times, his or her image is revealed on Image 50 and the character disappears for good. Then it is time to move on to the next character in line. To complete the entire Phantom event you must have all four of the M items from *.hack//MUTATION*. If you only have one or two of these items, you will only be able to meet a few of the characters.

The "↔" symbol is used to indicate that the character is walking between the two locations listed. For example, on the Σ Server, BT walks between the Weapon Shop and the Magic Shop (Weapon Shop↔Magic Shop).

PHANTOM CHARACTER LOCATIONS AND PRESENTS

MIMIRU

Requirements: M:Wavemaster

SERVER	LOCATION	ITEM
Δ	Alley by Magic Shop	Health Elixir, Image 50
Θ	Behind Grunty Shop	Emperor's Soul
Δ	Weapons Shop	Noble Wine
Λ	Before Grunty Shop	Energy Sutras
Σ	Grunty Shop↔Elf's Haven	Spirit Sutras
Θ	Behind Recorder's Shop	Golden Grunty

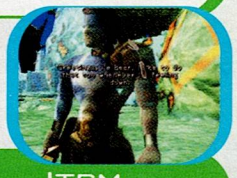
BT

Requirements: Talked to Mimiru six times.

SERVER	LOCATION	ITEM
Λ	Weapon Shop	Health Elixir
Σ	Weapon Shop↔Magic Shop	Emperor's Soul
Θ	Magic Shop	Noble Wine
Δ	Item Shop	Energy Sutras
Σ	Item Shop↔Elf's Haven	Spirit Sutras
Λ	Grunty Shop	BT's Wand

BEAR

Requirements: M:Twin Blade. Spoke to BT six times.



SERVER	LOCATION	ITEM
Θ	Item Shop	Health Elixir
Δ	Alley by Magic Shop	Emperor's Soul
Λ	Weapons Shop	Noble Wine
Σ	Elk's Haven↔Recorder	Energy Sutras
Θ	Before Grunty Shop	Spirit Sutras
Λ	Corral across from Grunty Shop	Silver Grunty

SORA

Requirements: Spoke to Bear 6 times.

SERVER	LOCATION	ITEM
Σ	Recorder↔Grunty Shop	Health Elixir
Δ	Elf's Haven	Emperor's Soul
Λ	Before corral	Noble Wine
Σ	Gate↔Magic Shop	Energy Sutras
Θ	Elk's Haven↔Grunty Shop	Spirit Sutras
Σ	Grunty Shop	Golden Grunty

CRIM

Requirements: M:Long Arm. Talked to Sora 6 times.

SERVER	LOCATION	ITEM
Λ	Elf's Haven	Health Elixir
Σ	Recorder↔Weapons Shop	Emperor's Soul
Θ	Recorder	Noble Wine
Δ	Magic Shop	Energy Sutras
Λ	Recorder↔Magic Shop	Spirit Sutras
Σ	Magic Shop	Silver Grunty

SILVER KNIGHT

Requirements: Talked to Crim 6 times.

SERVER	LOCATION	ITEM
Δ	Square	Health Elixir
Λ	Before Grunty Shop	Emperor's Soul
Θ	Magic Shop↔Weapons Shop	Noble Wine
Σ	Elk's Haven↔Grunty Shop	Energy Sutras
Θ	Item Shop	Spirit Sutras
Δ	Before Weapons Shop	SK's Sword

A-20

Requirements: M:Heavy Axeman. Talked to Silver Knight 6 times.

Server	Location	Item
Θ	Grunty Shop	Health Elixir
Δ	Magic Shop	Emperor's Soul
Σ	Grunty Shop↔Weapons Shop	Noble Wine
Λ	Corral↔Grunty Shop	Energy Sutras
Δ	Item Shop↔Elk's Haven	Spirit Sutras
Σ	Item Shop	Golden Grunty

Tsukasa

Requirements: Talked to Subaru 6 times. Leave Δ Root Town and return.

Server	Location	Item
Δ	Alley by Magic Shop	Health Elixir
Θ	Behind Grunty Shop	Emperor's Soul
Λ	Arena↔Grunty Shop	Noble Wine
Σ	Grunty Shop↔Weapons Shop	Energy Sutras
Σ	Grunty Shop↔Elf's Haven	Spirit Sutras
Θ	Grunty Shop	Tsukasa's Wand

Subaru

Requirements: Spoke to A-20 6 times. Leave Σ Root Town and return.

Server	Location	Item
Σ	Grunty Shop	Health Elixir
Δ	Magic Shop↔Elk's Haven	Emperor's Soul
Θ	Item Shop	Noble Wine
Σ	Item Shop↔Recorder↔ Grunty Shop↔Elf's Haven	Energy Sutras
Λ	Weapons Shop↔Recorder↔ Magic Shop↔Item Shop	Spirit Sutras
Δ	Magic Shop	Silver Grunty

E-MAIL CHAINS

Each Player Character (PC) in the game sends you e-mails once you've secured their affection. The quickest way to raise a character's affection level is to occasionally include them in your party and give them high-powered weapons and equipment.

Once you've received a personal e-mail from a PC, you can reply with one of two set answers or not replying at all.

Once you've sent your response, log out of the mail client and return to The World title screen. If you do not receive another e-mail in return then you either chose the wrong response or the character's affection level is not high enough.

One more thing! If you started *.hack* Vol. 3 without carrying over save data from Vol. 2, then you get to start at the very beginning with the e-mail combos from the two previous volumes of the game.

NOTE

This is how to read the following section:

REQ = Requirements to unlock E-mail
AFF LEV = Affection Level
#1 or #2 = Reply #
Red Number = AP Gained
Blue Number = Next E-mail in Chain

All E-mails are from Vol. 3 only.

NOTE

Since you cannot use Mia, Elk or Mistral in *.hack Vol.3*, they are not represented in this chapter.

BLACKROSE

E-mail #1: Current Events
REQ: AFF LEV=500 pts;
clear Δ Hidden Forbidden Holy Ground
#1: Really? **10** → **2**
#2: Unusual Weather **10** → **3**

E-mail #2: RE: Really?
REQ: AFF LEV=525 pts
#1: Unusual Weather **0** → **3**
#2: Yeah **0** → **END**

E-mail #3: RE: Unusual Weather
REQ: AFF LEV=550 pts
#1: Like Swarms? **10** → **4**
#2: Movie? **10** → **END**

E-mail #4: RE: Like Swarms?
REQ: AFF LEV=575 pts
#1: Adventure Flick **10** → **5**
#2: Sick... **10** → **END**

E-mail #5: RE: Adventure Flick
REQ: AFF LEV=600 pts
END

E-mail #6: At school
REQ: AFF LEV=675 pts; clear Δ Hidden Forbidden Holy Ground
#1: Ah no **10** → **END**
#2: No comment **0** → **END**

PIROS

E-mail #1: Fair Eyes
REQ: AFF LEV=500 pts
#1: Friendship **10** → **2**
#2: Tea… **10** → **END**

E-mail #2: RE: Friendship
REQ: AFF LEV=550 pts
#1: No… **10** → **3**
#2: Surprising **10** → **END**

E-mail #3: RE: No…
REQ: AFF LEV=575 pts
#1: Friends? **10** → **4**
#2: Piros? **10** → **END**

E-mail #4: RE: Friends
REQ: AFF LEV=600 pts
END

NATSUME

E-mail #1: Dinner!
REQ: AFF LEV=500 pts+
#1: Food **10** → **2**
#2: Hamburger **10** → **END**

E-mail #2: RE: Food
REQ: AFF LEV=550 pts+
#1: Good Enough! **10** → **3**
#2: Only three? **10** → **END**

E-mail #3: RE: Good enough!
REQ: AFF LEV=575 pts
#1: Beef Stew **10** → **4**
#2: steak **10** → **END**

E-mail #4: Beef Stew
REQ: AFF LEV=600 pts
END

GARDENIA

E-mail #1: Cats
REQ: AFF LEV=500 pts
#1: Cute **10** → **2**
#2: You don't meanæ **10** → **END**

E-mail #2: RE: Cute
REQ: AFF LEV=550 pts
#1: Huh? **10** → **END**
#2: What about them? **10** → **3**

E-mail #3: RE: What about them?
REQ: AFF LEV=575 pts
#1: Way of life? **10** → **END**
#2: Don't kiss up? **10** → **4**

E-mail #4: RE: Don't kiss up?
REQ: AFF LEV=600 pts
END

SANJURO

E-mail #1: Musashi
REQ: AFF LEV=500 pts
#1: Yeah **10** → **2**
#2: Not really **10** → **2**

E-mail #2: Musashi 2
REQ: AFF LEV=550 pts
#1: Really? **10** → **END**
#2: Yeah **10** → **3**

E-mail #3: RE: Yeah
REQ: AFF LEV=575 pts
#1: Ambidextrous **10** → **4**
#2: Then **10** → **END**

E-mail #4: RE: Ambidextrous
REQ: AFF LEV=600 pts
END

RACHEL

E-mail #1: High School
REQ: AFF LEV=500 pts
#1: Badminton? **10** → **2**
#2: Thanks **10** → **END**

E-mail #2: RE: Badminton?
REQ: AFF LEV=550 pts
#1: Oh **10** → **END**
#2: Too Dry? **10** → **3**

E-mail #3: RE: Too Dry?
REQ: AFF LEV=575 pts
#1: Art **10** → **END**
#2: Art Class **10** → **4**

E-mail #4: RE: Art Class
REQ: AFF LEV=600 pts
END

NUKE USAGIMARU

E-mail #1: Books
REQ: AFF LEV=500 pts
#1: I see **10** → **2**
#2: … **10** → **END**

E-mail #2: RE: I see
REQ: AFF LEV=550 pts
#1: I see **10** → **3**
#2: OK **10** → **END**

E-mail #3: RE: I see
REQ: AFF LEV=575 pts
#1: Is that… **10** → **END**
#2: Man!! **10** → **4**

E-mail #4: RE: Man!!
REQ: AFF LEV=600 pts
END

MARLO

E-mail #1: My life
REQ: AFF LEV=500 pts
#1: Uh-huh **10** → **END**
#2: Coolness **10** → **2**

E-mail #2: RE: Coolness
REQ: AFF LEV=550 pts
#1: Sounds like **10** → **3**
#2: Drunk **10** → **END**

E-mail #3: RE: Sounds like
REQ: AFF LEV=575 pts
#1: Wannabe **10** → **4**
#2: Fake **10** → **END**

E-mail #4: RE: Wannabe
REQ: AFF LEV=600 pts
END

MOONSTONE

E-mail #1: Pup
REQ: AFF LEV=500 pts
#1: Dog? **10** → **2**
#2: Please **10** → **END**

E-mail #2: RE: Dog?
REQ: AFF LEV=550 pts
#1: Puppies **10** → **3**
#2: It follows you **10** → **END**

E-mail #3: RE: Puppies
REQ: AFF LEV=575 pts
#1: You like dogs? **10** → **END**
#2: 30 minutes!! **10** → **4**

E-mail #4: RE: 30 minutes!!
REQ: AFF LEV=600 pts
END

WISEMAN

E-mail #1: Card Games
REQ: AFF LEV=250 pts
#1: What is it like? **0** → **3**
#2: No **30** → **2**

E-mail #2: RE: No
REQ: AFF LEV=275 pts
#1: What is it like? **30** → **3**
#2: Not interested **0** → **END**

E-mail #3: RE: What is it like?
REQ: AFF LEV=300 pts
#1: Sounds interesting **30** → **4**
#2: I see **0** → **END**

E-mail #4: RE: Sounds interesting
REQ: AFF LEV=400 pts
#1: Digimon Cards **30** → **5**
#2: Strong Cards **0** → **END**

E-mail #5: RE: Digimon Cards
REQ: AFF LEV=500 pts
END

BALMUNG

E-mail #1: The World
REQ: AFF LEV=250 pts;
clear ∑ Chatting Snaring Twins
#1: Yeah it might be **30** → **3**
#2: Hmmm **30** → **2**

E-mail #2: RE: Hmmm
REQ: AFF LEV=275 pts
#1: Yeah it might be **30** → **3**
#2: I don't think so **0** → **END**

E-mail #3: RE: Yeah it might be
REQ: AFF LEV=300 pts
#1: That's not true **30** → **4**
#2: Really? **0** → **END**

E-mail #4: RE: That's not true
REQ: AFF LEV=400 pts
#1: I don't know **30** → **5**
#2: Yeah **30** → **END**

E-mail #5: RE: I don't know
REQ: AFF LEV=500 pts
END

TERAJIMA RYOKO

E-mail #1: Greetings
REQ: AFF LEV=500 pts;
clear ∑ Cracked Worst Milestone
#1: Thank you **10** → **2**
#2: Me as well **10** → **END**

E-mail #2: Not at all
REQ: AFF LEV=550 pts
#1: I see **10** → **3**
#2: School Buses **10** → **END**

E-mail #3: RE: I see
REQ: AFF LEV=575 pts
#1: … **10** → **END**
#2: Field Trip **10** → **4**

E-mail #4: RE: Field Trip
REQ: AFF LEV=600 pts
END

TRADE LIST

One of the best ways to get powerful equipment early on in the game is to trade with the NPCs in the Root Towns. To begin trading, speak to a wandering character and then select the "Trade" option from the menu that appears.

At this point you are shown a list of the items that the character has to trade to the left of the screen. Scroll along the list, and choose the item that you'd like to trade for. You can only trade for one of the other character's items at a time.

After selecting the item you wish to obtain, you can scroll along your own tradable items to the right of the screen. You can select up to three different items from this list, and up to 99 copies of each item.

As your character offers items in trade, the four stars at the top center of the screen begin to fill. The happier the other character is with the offered deal, the more stars fill in. When all four stars are yellow, you can confirm and complete the trade.

The table that follows lists the Trade Rates for the various types of characters that participate in trading. Simply look up the character you wish to trade with by class and then scan over to see what his or her rating is for the item you want to offer. The higher the score, the more that character will welcome a trade.

CLASS IS THE KEY

Pay attention to your trading partner's character class. Characters tend to like items that are usable by or geared toward their class more than other items, even some of those of higher level. For instance when trading with a Wavemaster, you might get more trading value out of a level 12 Wavemaster's wand than a level 15 Heavy Blade weapon. Use this to your advantage whenever possible.

Class	Potions	Scrolls	Books	Special Items	Treasure	Light Equipment	Medium Equipment	Heavy Equipment	Twin Blades	Swords	2H Blades/ Katana	Axes	Spears	Rods
Twin Blade	1.0	0.9	1.3	0.7	1.0	1.0	1.3	0.7	1.3	0.7	0.7	0.7	0.7	0.7
Blademaster	1.0	0.9	1.3	0.7	1.0	0.9	1.0	1.3	0.7	1.3	0.7	0.7	0.7	0.7
Heavy Blade	1.0	0.9	1.3	0.7	1.0	0.9	1.0	1.3	0.7	0.7	1.3	0.7	0.7	0.7
Heavy Axeman	1.0	0.9	1.3	0.7	1.0	0.9	1.0	1.3	0.7	0.7	0.7	1.3	0.7	0.7
Long Arm	1.0	0.9	1.3	0.7	1.0	1.0	1.3	0.7	0.7	0.7	0.7	0.7	1.3	0.7
Wavemaster	1.0	1.0	1.3	0.7	1.0	1.3	0.7	0.7	0.7	0.7	0.7	0.7	0.7	1.3
BlackRose*	1.0	1.0	1.3	0.7	1.0	0.9	1.0	1.3	0.7	0.7	1.3	0.7	0.7	0.7
Noble Grunty	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0
Iron Grunty	1.0	0.9	1.3	0.7	1.0	0.9	1.0	1.3	0.7	0.7	1.3	0.7	0.7	0.7
Poison Grunty	1.0	1.0	1.3	0.7	1.0	1.3	0.7	0.7	0.7	0.7	0.7	0.7	0.7	1.3
Bony Grunty	1.0	0.9	1.3	0.7	1.0	0.9	1.0	1.3	0.7	0.7	1.3	0.7	0.7	0.7
Snakey Grunty	1.0	1.0	1.3	0.7	1.0	1.3	0.7	0.7	0.7	0.7	0.7	0.7	0.7	1.3
Aqua Grunty	1.0	0.9	1.3	0.7	1.0	1.0	1.3	0.7	0.7	0.7	0.7	0.7	1.3	0.7
Milky Grunty	1.0	1.0	1.3	0.7	1.0	1.3	0.7	0.7	0.7	0.7	0.7	0.7	0.7	1.3

* BlackRose, as Kite's best and oldest friend in The World, has special Trade Rate stats.

KITE'S FRIENDS

While grouped with his friends, Kite can speak to them and trade as with any other PC. This can be handy if you are in the middle of a Dungeon and the particular character has an item for trade that you need and forgot to bring.

Just remember that while trading with your friends can net you some useful items, giving your party members presents with no strings attached is what makes them really like you. Giving them items such as Antidotes or Resurrections can even benefit you in a fight to boot. So balance your trading and gifting when dealing with your friends.

NEVER ENDING SUPPLIES

Those items marked with an * (asterisk) are automatically replenished and can be traded for numerous times throughout the game.

Name	Trade Items
Balmung	Speed Charm*, Raikoumaru, Charred Guard, Vortex Axe
BlackRose	Speed Charm*, Fortune Wire x10, Holy Sap x3, Sports Drink x3, Cooked Bile x3
Gardenia	Speed Charm*, Health Charm*, Hachiyou, Firedrake Bone
Marlo	Speed Charm*, Firedrake Bone, Axe of Mobs, Imp Earrings
Moonstone	Speed Charm*, Sea Greaves, Frost Solleret, Imp Leg Mail
Natsume	Speed Charm*, Magic Leg Main, Armor of Hell, Gaia Hands
Nuke Usagimaru	Speed Charm*, Nataku, Forest Sword, Dragon Axe
Piros	Speed Charm*, Grunt Doll, Yellow Candy, Groovy Stick, Stormlord Rod
Rachel	Speed Charm*, Yosetu & Fuyou, Sonic Blade, Adamant Lance, Gold Necklace, Saint Cross, Protect Ring, Deluxe Boots
Sanjuro	Speed Charm*, Flash Spear, Rod of Gales, Absolute Zero
Terajima, Ryoko	Speed Charm*, Noble Wine
Wiseman	Speed Charm*, Well Water x6, Pure Water x6, Burning Oil x6, Holy Sap x6, Sports Drink x6, Cooked Bile x6

These are the characters that wander each Root Town. Different characters populate a Root Town each time you leave the area and return. These characters can also move freely between servers. When trading with these people, look out for the random 7th item. You never know what you might find each time you talk to one.

Name	Class	Trade Items
A-Kichi	Wavemaster	Beast Blood*, Plasma Gale, Raikoumaru, Kikuhyakumonji, Tribal Robes, Eagle Hood
Acerola	Long Arm	Resurrect*, The Death*, Ankokushiki, Dragon Axe, Water Beast, Frost Solleret
Alpha Ichigoro	Long Arm	Green Gale*, Health Charm*, Tenkafuubu, Ocean's Rod, Ice Leg Mail, Ocean Gloves
Alue	Wavemaster	Inferno Strike*, Nightbane*, Bloody Pain, Gaia's Staff, Imp's Leg Mail, Hammer Gloves
Bell	Twin Blade	Fireball Storm*, Treebane*, Nataku, Stormlord Rod, Frost Solleret, Ice Leg Mail
Benkei	Heavy Axeman	Warrior Blood*, Plasma Storm*, Bloody Blades, Peace Blade, Devil Helm, Osorezan Socks
BIG	Blademaster	Ice Floe*, Knight's Bane*, Bloody Blades, Blazing Spear, Cursed Hands, Demon's Cap
Borscht	Blademaster	Warrior Blood*, The Hanged Man*, Bloody Blades, Splatter Axe, Geist Ring, Segmentart
Cima	Long Arm	Cygnus*, Hermit's Bane*, Enja, Flash Spear, Aqua Hands, Ice Tiger Hood
Cleama	Long Arm	Wizard Blood*, Nightblight*, Ankokushiki, Rock'n Roll, Flowing Robes, Ice Tiger Hood
Cossack Leader	Wavemaster	Hellstorm*, Lightbane*, Soujin, Witch's Wand, Magic Leg Mail, Drain Gloves
Crest	Heavy Axeman	Permafrost*, Wizard's Bane*, Raikoumaru, Gaia's Staff, Stone Greaves, Jasper Hauberk
Grid	Long Arm	Healing Potion*, Dark Night*, Bloody Blades, Firedrake Bone, Segmentart, Imp Earrings
Gyokuro	Wavemaster	Antidote*, Nightfear*, Hachiyou, Sorcery's Axe, Armor of Hell, Osorezan Socks
Hayate	Twin Blade	Knight Blood*, Ion Strike*, Rashou, Corona Blade, Rock Dragon, Stone Solleret
Heavy	Wavemaster	Divine Cross*, Lightning Bolt*, Ankokushiki, Rock 'n Roll, Ice Tiger Hood, Water Beast
Henako	Blademaster	Wizard Blood*, Warrior's Bane*, Ankokushiki, Fox Spear, Ocean Gloves, Sea Greaves
Hinata	Blademaster	Hermit Blood*, Thunderbolt*, Hachiyou, High Forger, Priest's Stole, Demon's Cap
Hirami	Blademaster	Beast Blood*, The Devil*, Rakoumaru, Dhampir Lance, Hammer Gloves, Stone Greaves
Koji	Wavemaster	Absolute Zero*, Beast's Bane*, Hachiyou, Witch's Wand, Devil Greaves, Segmentart
M-78	Blademaster	Knight Blood*, The Lovers*, Rashou, Axe of Mobs, Rock Guard, Jasper Hauberk
Mackey	Wavemaster	Soul Charm*, Artisan's Soul*, Rashou, Corona Blade, Dragon Crest, Hammer Gloves
Mayunosuke	Heavy Blade	Fire Tempest*, Stonebane*, Ankokushiki, Ocean's Rod, Sea Greaves, Frost Hauberk
Mutsuki	Blademaster	Meteor Swarm*, Waterbane*, Menhir Sword, Firedrake Bone, Osorezan Socks, Magic Leg Mail, Cats Blades
Nekoski	Heavy Axeman	Healing Elixir*, Chaos Spell*, Enja, Stormlord Rod, Frost Hauberk, Fox Crest
Neja	Twin Blade	Hale Cross*, Forest of Fear*, Raikoumaru, Kikuhyakumonji, Eagle Hood, Earth Beast
Nijukata	Heavy Blade	Hermit Blood*, The Fool*, Hachiyou, Mage Spear, Drain Gloves, Devil Greaves
NOVA	Heavy Blade	Speed Charm*, Emperor's Soul*, Enja, Forest Sword, Fox Crest, Ocean Gloves
Oborozukiyo	Twin Blade	Flame Blast*, Firebane*, Matoi, Rod of Gales, Stone Solleret, Imp's Leg Mail
Osugi	Blademaster	Restorative*, Nightshade*, Raikoumaru, Quake Axe, Earth Beast, Stone Solleret
Quess	Wavemaster	Healing Potion*, Dark Traitor*, Rashou, Rod of Gales, Jasper Hauberk, Dragon Crest
Sachiko	Wavemaster	Light Cross*, Noble Wine*, Hachiyou, High Forger, Demon's Cap, Armor of Hell
Task	Long Arm	Hunter Blood*, Raging Plasma*, Enja, Forest Sword, Ice Dragon, Frost Solleret
Wing	Blademaster	Health Charm*, Mage's Soul*, Bloody Blades, Peace Blade, Imp Earrings, Drain Glove
Yuckey	Wavemaster	Hunter Blood*, The Moon*, Enja, Vortex Axe, Briny Guard, Frost Hauberk
Yuji	Blademaster	Ice Strike*, Hunter's Bane*, Rashou, Treebeam Spear, Gaia Hands, Eagle Hood

Grunties

Adult Grunties also have the ability to trade items with you—in fact they possess some of the best in the game! Trade with the Grunty directly after raising it to adulthood if you like—afterward, you can find each Grunty in a specific location in the Root Town where it was raised. Check the "Raising a Grunty" section for more details on the care of Grunties and their post-adulthood locations.

Name	Trade Items
Aqua Grunty	Cave Bear Hood, Airy Robes, Fire Hands, Blaze Solleret, Aromatic Grass, Golden Grunty
Bony Grunty	Devil Helm, Armor of Hell, Geist Ring, The Hanged Man, Aromatic Grass, Golden Grunty
Iron Grunty	Midnight Helm, Stormlord Helm, Forester Helm, Light Giver, Aromatic Grass
Milky Grunty	Stonecall*, Fire Dragon, Noble Wine*, Sea Greaves, Frost Hauberk, Silver Grunty
Noble Grunty	Rainbow Card*, Yellow Candy*, Silver Scarab*, Nomad's Hood, Leather Armor, Leather Gloves,
Poison Grunty	Fire Tempest, Stonebane*, Spiral Wand, Patriot, Handyman's Axe
Snakey Grunty	Summon Earth*, Summon Water*, Summon Fire*, Summon Wood*, Summon Thunder*, Summon Night*, Silver Grunty

SPECIAL TRADES

A few of the PCs wandering the town can offer three special trades for some of the special element-affinity items found in a Dungeon's breakable objects. These items are often some of the best in the game, and do not replenish. Try to save the special items to trade for them as much as possible!

Name	Trade Item	Req. Offer	Trade Item	Req. Offer	Trade Item	Req. Offer
Alicia	Wolf Crest	Well Water x6	Inferno Gloves	Well Water x6	Cats Hat	3-Floor Tower
Annri	Airy Robes	Holy Sap x12	Oaken Solleret	Holy Sap x12	Super Wufei	Chinese Food
Benoit	Spirit Hauberk	Sports Drink x12	Oaken Leg Mail	Sports Drink x12	Yoshida (26)	Boxed Lunch
Cyan	Owl Crest	Well Water x12	Sonic Gloves	Well Water x12	Gimme Life	Rouge Fragment
Flare	Fire Dragon	6 Burning Oil	Lava Greaves	6 Burning Oil	Cats Gloves	1 Magnolia Miso
Fool	Blazing Robes	Holy Sap x6	Blaze Solleret	Holy Sap x6	Cats Boots	Scent of Gero
John	Tree Beast	Cooked Bile x12	Charred Guard	Cooked Bile x12	Oaken Greaves	Cooked Bile x12, Sports Drink x6
Jutah	Spirit Dragon	Burning Oil x12	Oaken Greaves	12 Burning Oil	Owl Crest	12 Burning Oil, 6 Pure Water
Micino	Rising Sun	Golden Axe x10	Jindachi	Golden Axe x10	Dragnir	Golden Axe x10
Panta	Cave Bear Hood	Pure Water x12	Sprite Hands	Pure Water x12	Key Axe	Ice Bar
Stare	Fire Lion Hood	Pure Water x6	Fire Hands	Pure Water x6	Cats Mail	Doll Amulet
Teria	Jasper Hauberk	Sports Drink x6	Flame Leg Mail	Sports Drink x6	Thunder Dad	Maiden's Plot
Tim	Professional	Silver Axe x10	Artisan Axe	Silver Axe x10	Tenami	Silver Axe x10
Waffle	Fire Beast	Cooked Bile x6	Hunting Guard	Cooked Bile x6	Dreams of Yore	Field's Deed

BOOKS OF RYU

The Books of Ryu can be found in Kite's "Key Items" section under the heading of "Book of 1000." If you have not yet played the *.hack* series, you still need to unlock them throughout your travels as you use Data Drain against your foes. If you have played the previous games and have converted a saved file to begin a new game, you have the books already and should be familiar with their use.

The Books of Ryu act as chronicles of some aspects of Kite's journeys. They track the number of friends he's made, the Grunties that he's raised, the monsters that he's fought, and other useful information. Even better, they serve to provide you with new Desktop images and music, as well as unlocking the various movies from within the game, as you meet the various goals set by each book in its various categories.

To use these helpful items, select the "Key Items" option from your character menu. Switch the the "Book of 1000" tab, and then scroll down to the particular book that you wish to open. As the book opens, you can scroll along the information inside to see various game statistics. If You've met some of the goals set by the book, you unlock the various images, music, or movies as the book opens, along with notices of which goals were met. Once you've reached the limit of items that you can receive for each category within the game, you see a notice to this effect in red. Of course, the final game of the series will allow you to gain even more items within these categories, so feel free to continue increasing these stats!

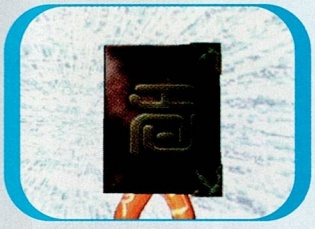
The tables found below show the goals for each book where you can unlock the various prizes. Those marked in **bold** text are new goals set within *.hack//OUTBREAK*, while the prizes for the other thresholds may have already been won by those playing the previous games. As you unlock prizes, they alternate between the Desktop images, the background music, and the movies. Keep in mind that the movies can only be viewed after you've defeated the final boss of the game!

Off and Running

Once again if you've imported save data from the previous installment, check your Books of Ryu when you first get the opportunity. Chances are that over the course of the previous games, you've racked up enough stats in various books to net quite a few of the prizes right off the bat!

Ryu Book I

Chronicles the total number of areas and total play time.

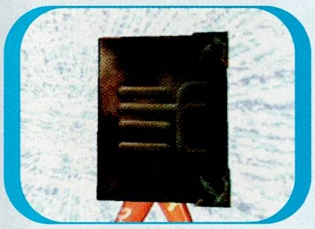


Total Play Time	
Over 5:00:00	Over 30:00:00
Over 10:00:00	**Over 35:00:00**
Over 15:00:00	**Over 40:00:00**
Over 20:00:00	**Over 45:00:00**
Over 25:00:00	

Total Play Time Areas Visited			
Over 10	Over 50	Over 90	**Over 130**
Over 20	Over 60	Over 100	**Over 140**
Over 30	Over 70	**Over 110**	**Over 150**
Over 40	Over 80	**Over 120**	

Ryu Book II

Chronicles the total number of magic portals in the field and dungeons.



Magic Portals Opened		
Over 50	Over 450	**Over 900**
Over 100	Over 500	**Over 1000**
Over 150	Over 550	**Over 1100**
Over 200	Over 600	**Over 1200**
Over 300	Over 700	
Over 400	Over 800	

Fields Cleared of Magic Portals		
Over 5	Over 15	**Over 25**
Over 10	Over 20	**Over 30**

Finding the Field Portals

Fairy Orbs are the main key to finding all of the far-flung Field Portals for an area. Remember also that you can change map views using Select in order to view the entire Field at once. Grunties too can be even more useful than in the previous games for finding the scattered Portals and in exploring the Fields in general—not only do they allow Kite to travel swiftly across the Field, but they can also now aid in his search as well!

Dungeons Cleared of Magic Portals

Over 10	Over 25	**Over 45**
Over 15	Over 35	**Over 55**

Ryu Book III

Chronicles the names of players Kite has met.

Player Names

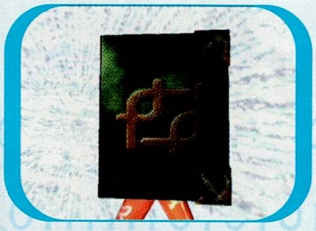
Over 20 Names Registered
Over 30 Names Registered
Over 40 Names Registered
Over 50 Names Registered

Trades

Over 5 Trades	Over 25 Trades
Over 10 Trades	**Over 30 Trades**
Over 15 Trades	**Over 35 Trades**
Over 20 Trades	

Ryu Book IV

Chronicles the names of monsters Kite has fought.

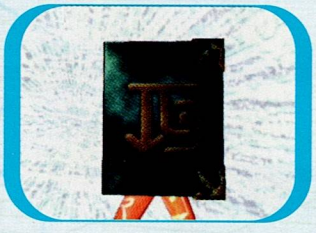


Monsters Encountered

Over 40 on the List	Over 160 on the List
Over 80 on the List	**Over 200 on the List**
Over 120 on the List	

Ryu Book V

Chronicles about Kite's friends

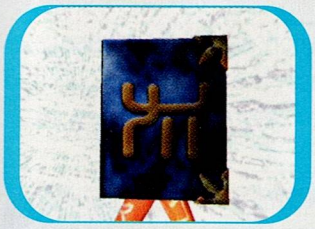


Gift Amount

Over 20,000 GP in Gifts
Over 50,000 GP in Gifts
Over 80,000 GP in Gifts
Over 120,000 GP in Gifts
Over 150,000 GP in Gifts
Over 200,000 GP in Gifts

Ryu Book VI

Chronicles about Gott Statues, treasures, boxes, casks, jars, and bones.



Treasure Boxes

Over 50 Opened	Over 700 Opened
Over 150 Opened	**Over 800 Opened**
Over 300 Opened	**Over 900 Opened**
Over 400 Opened	**Over 1000 Opened**
Over 500 Opened	**Over 1100 Opened**
Over 600 Opened	

Boxes, Casks, Jars, and Bones Destroyed

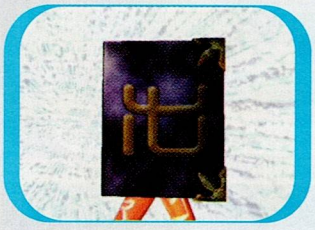
Over 50	Over 400	**Over 800**
Over 100	Over 500	**Over 900**
Over 200	Over 600	**Over 1000**
Over 300	**Over 700**	

Gott Statue Treasures

Over 5 Opened	Over 35 Opened
Over 15 Opened	**Over 45 Opened**
Over 25 Opened	**Over 55 Opened**

Ryu Book VII

Chronicles about Spring of Myst and Symbols.



Symbols Activated

Over 5	Over 30	Over 60	**Over 90**
Over 10	Over 40	Over 70	**Over 100**
Over 20	Over 50	**Over 80**	

Encounters with Monsieur

Over 5	Over 15	Over 25	**Over 40**
Over 10	Over 20	**Over 30**	

Encounters with Grandpa

Over 5	Over 15	Over 25	**Over 40**
Over 10	Over 20	**Over 30**	

The Elusive Spirits

Heading through the main Dungeons themselves brings you to a limited number of the Springs of Myst, making Ryu Book VII one of the books where you really need to concentrate on exploring other areas and going off the beaten path in order to meet its goals.

To meet other Spirits from the Springs, you need to create New Keywords of your own. Concentrate on those Keywords that create areas that may house a Spring of Myst, such as the "Aqua Field" Keyword. The lower-level Keywords for a Server tend to bring you, while those areas that are more difficult for that Server introduce you to Grandpa.

Remember that for each new Spirit that you wish to meet, you must create a new Keyword, as once the Spring in a given area is triggered it remains dried-up for good.

Ryu Book VIII

Chronicles about Grunties and Food for Grunties

Grunty List

No items awarded.

Grunty Food

All Grunty Food Varieties Obtained		
Over 50	Over 110	**Over 170**
Over 70	**Over 130**	
Over 90	**Over 150**	

BESTIARY

This chapter provides a detailed listing of every monster in the game along with its vital information, the skills it uses, and the items that can be obtained by Data Draining it. The main portion of this section deals with the monsters fought in the field and dungeons; it's also important to note that the enemies are listed *by name* for easier reference. To prevent confusion, Drained Monsters, Goblins, and bosses appear separately.

Species	Family of monster to which the creature belongs.
Level	Monster's level.
Size	The size of the enemy dictates which Virus Cores can be obtained by Data Draining it. Small(S) creatures yield Virus Core A, medium(M) creatures yield Virus Core B, and large(L) creatures can yield a Virus Core C.
Data Drain Monster	Name of Drained Monster that appears after Data Drain is performed.
HP/SP/PP	The monster's Hit Points(HP), Skill Points(SP), and Protect Points(PP). The monster can be Data Drained when reduced to an HP equaling the PP.
Element	The Element attributed to the monster. There are six of them: E(Earth), W(Water), F(Fire), L(Wood), T(Thunder), D(Darkness)
Tolerance	The monster's attack tolerance. There are 8 types: E(Earth), W(Water), F(Fire), L(Wood), T(Thunder), D(Darkness), PA(Physical Attack), and MA(Magical Attack). Remember, a monster will not always be resistant to elemental attacks matching his own attribute.
Resistance	Level of resistance to attacks against the mind(Curse, Sleep, Confuse, Charm, and Magical Ability Down) and the body(Poison, Paralysis, Speed Down, Physical Ability Down, and Attribute Down).
Physical/Magical	The enemy's Attack(Atk), Defense(Def), Accuracy(Acc), and Evade(Evd) ratings.
Element	The enemy's ratings for Earth, Water, Fire, Wood, Thunder, and Darkness.
Skills	The Skills used by the monster.
Data Drain Items	Items received by Data Draining the creature.
Location	Area where you can be sure to encounter the desired monster. Those marked with an "*" indicate that the monster is only found in Random Keyword areas like the one suggested.

Standard Enemies

ACANTHASTER — Species: Fish

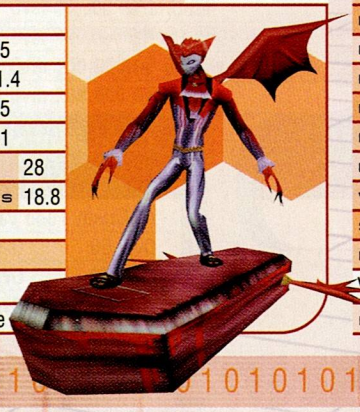
LEVEL	67	SIZE	L	DATA DRAIN MONSTER	Minnow
HP/SP/PP	5410/675/4040	MIND/BODY RESISTANCE			20.2/6.8
ELEMENT	W	TOLERANCE	W		
PHYSICAL/MAGICAL ATK					21.1/68
PHYSICAL/MAGICAL DEF					42.7/40.7
PHYSICAL/MAGICAL ACC					63.1/72.5
PHYSICAL/MAGICAL EVD					75.7/54.6
EARTH	26.8	WATER	33	FIRE	0
WOOD	26.8	THUNDER	26.8	DARKNESS	26.8
SKILLS	PhaRue Zot, Suvi Lei				
DATA DRAIN ITEMS	Virus Core I, Cave Bear Hood, Seventh Seal				
LOCATION	Σ Fleeting Fallow Chaos				

ANCIENT — Species: Magic-User(M)

LEVEL	48	SIZE	M	DATA DRAIN MONSTER	Long Lived
HP/SP/PP	1480/245/730	MIND/BODY RESISTANCE			44.2/5.8
ELEMENT	W	TOLERANCE	MA		
PHYSICAL/MAGICAL ATK					5.3/29.8
PHYSICAL/MAGICAL DEF					92/87
PHYSICAL/MAGICAL ACC					39.4/74
PHYSICAL/MAGICAL EVD					24.1/29.4
EARTH	19.2	WATER	24	FIRE	0
WOOD	19.2	THUNDER	19.2	DARKNESS	19.2
SKILLS	GiRue Kruz, Ranki Lei				
DATA DRAIN ITEMS	Virus Core E, Witch's Wand, Imp Earrings				
LOCATION	Λ Lightless Sacred Remains				

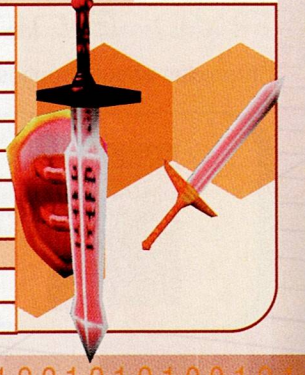
ARK PRINCE — Species: Demon

LEVEL	47	SIZE	M	DATA DRAIN MONSTER	Bat
HP/SP/PP	1930/475/1430	MIND/BODY RESISTANCE			100/10.4
ELEMENT	F	TOLERANCE	F		
PHYSICAL/MAGICAL ATK					30.7/24.5
PHYSICAL/MAGICAL DEF					101.9/71.4
PHYSICAL/MAGICAL ACC					63.1/72.5
PHYSICAL/MAGICAL EVD					14.2/24.1
EARTH	18.8	WATER	4.7	FIRE	28
WOOD	18.8	THUNDER	18.8	DARKNESS	18.8
SKILLS	Suvi Lei, Rip Maen				
DATA DRAIN ITEMS	Virus Core E, Atatsuki, Imp Earrings				
LOCATION	Λ Scattering Fossil's Milestone				



ARMOR EVIL — Species: Knife

LEVEL	35	SIZE	M	DATA DRAIN MONSTER	Limp Knife
HP/SP/PP	1450/355/1070	MIND/BODY RESISTANCE			100/18.5
ELEMENT	N/A	TOLERANCE	N/A		
PHYSICAL/MAGICAL ATK					23.5/4
PHYSICAL/MAGICAL DEF					81.5/28.5
PHYSICAL/MAGICAL ACC					54.5/29
PHYSICAL/MAGICAL EVD					10.6/3.6
EARTH	14	WATER	14	FIRE	14
WOOD	14	THUNDER	14	DARKNESS	14
SKILLS	Ap Vorv				
DATA DRAIN ITEMS	Virus Core E, TranquiLance, Siegfried				
LOCATION	Λ Quiet Oblivious Cabbage				



Armor Shogun

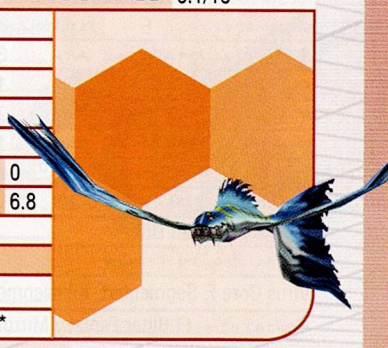
Species: Knife

Level	24	Size	M	Data Drain Monster	Limp Knife
HP/SP/PP	1010/485/740			Mind/Body Resistance	100/13
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	16.9/2.9				
Physical/Magical Def	42.8/29.3				
Physical/Magical Acc	38/20.2				
Physical/Magical Evd	7.3/2.5				
Earth	9.6	Water	9.6	Fire	9.6
Wood	9.6	Thunder	9.6	Darkness	9.6
Skills	Ap Vorv				
Data Drain Items					
Virus Core B, Singing Blade, Strormer Spear					
Location	Θ Great Distant Fertile Land				

Arrow Fish

Species: Fish

Level	17	Size	S	Data Drain Monster	Minnow
HP/SP/PP	220/175/122			Mind/Body Resistance	6.1/18
Element	W	Tolerance	N/A		
Physical/Magical Atk	12.7/2.2				
Physical/Magical Def	30.9/20.9				
Physical/Magical Acc	20.7/14.6				
Physical/Magical Evd	5.2/1.8				
Earth	6.8	Water	8.7	Fire	0
Wood	6.8	Thunder	6.8	Darkness	6.8
Skills	Duk-Lei				
Data Drain Items					
Virus Core A, Fugaku, Fire Dance Hat					
Location	Δ Buried Hopeless Far Thunder*				



Baby Worm

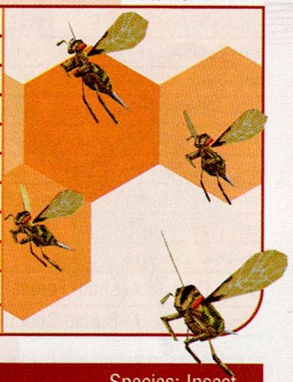
Species: Insect

Level	23	Size	L	Data Drain Monster	Wiggly
HP/SP/PP	1890/695/1400			Mind/Body Resistance	100/12.5
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	16.3/8.4				
Physical/Magical Def	41.1/12				
Physical/Magical Acc	36.5/20.4				
Physical/Magical Evd	48.4/7.0				
Earth	9.2	Water	9.2	Fire	9.2
Wood	9.2	Thunder	9.2	Darkness	9.2
Skills	Suvi Lei				
Data Drain Items					
Virus Core C, Shidan, Ranger's Boots					
Location	Δ Lonely Silent Great Seal				

Bee Army

Species: Insect

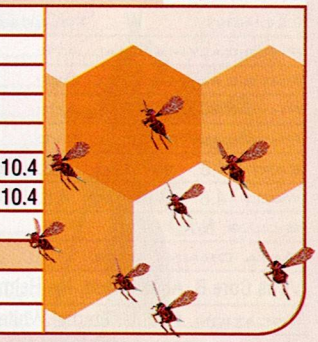
Level	7	Size	M	Data Drain Monster	Wiggly
HP/SP/PP	330/110/230			Mind/Body Resistance	100/4.5
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	6.7/3.6				
Physical/Magical Def	7.6/1.9				
Physical/Magical Acc	12.5/7.6				
Physical/Magical Evd	42.6/2.2				
Earth	2.8	Water	2.8	Fire	2.8
Wood	2.8	Thunder	2.8	Darkness	2.8
Skills	Duk Lei				
Data Drain Items					
Virus Core B, Green Sword, Mountain Boots					
Location	Δ Noisy Oblivious Melody*				



Bee Assault

Species: Insect

Level	26	Size	M	Data Drain Monster	Wiggly
HP/SP/PP	1090/395/800			Mind/Body Resistance	100/14
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	18.1/9.3				
Physical/Magical Def	22.8/5.7				
Physical/Magical Acc	41/22.8				
Physical/Magical Evd	76.8/7.9				
Earth	10.4	Water	10.4	Fire	10.4
Wood	10.4	Thunder	10.4	Darkness	10.4
Skills	Duk Lei				
Data Drain Items					
Virus Core B, Sharp Blade, Ranger's Boots					
Location	Θ Pulsating Silent Gate*				



Bee Commando

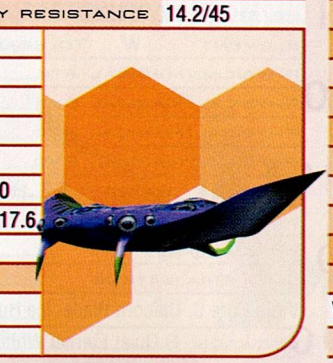
Species: Insect

Level	62	Size	L	Data Drain Monster	Wiggly
HP/SP/PP	5010/935/3740			Mind/Body Resistance	100/32
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	39.7/20.1				
Physical/Magical Def	61.6/37.7				
Physical/Magical Acc	95/51.6				
Physical/Magical Evd	141.6/18.7				
Earth	24.8	Water	24.8	Fire	24.8
Wood	24.8	Thunder	24.8	Darkness	24.8
Skills	Duk Lei				
Data Drain Items					
Virus Core I, Destroyer, Blaze Solleret					
Location	Σ Noisy Sacred Ringing Ears				

Big Eyes

Species: Fish

Level	44	Size	L	Data Drain Monster	Minnow
HP/SP/PP	3570/445/2660			Mind/Body Resistance	14.2/45
Element	W	Tolerance	W		
Physical/Magical Atk	28.9/26.9				
Physical/Magical Def	76.8/53.3				
Physical/Magical Acc	50.4/53.8				
Physical/Magical Evd	13.3/4.5				
Earth	17.6	Water	22	Fire	0
Wood	17.6	Thunder	17.6	Darkness	17.6
Skills	OrRue Rom, LaRue Zot				
Data Drain Items					
Virus Core F, 7 Star Sword, Infantry Cap					
Location	Λ Dazzling Sage's Arctic				



Bone Army

Species: Undead

Level	32	Size	S	Data Drain Monster	Death Head
HP/SP/PP	370/325/212			Mind/Body Resistance	10.6/100
Element	D	Tolerance	D		
Physical/Magical Atk	21.7/18.5				
Physical/Magical Def	76.4/39.4				
Physical/Magical Acc	53.2/27.6				
Physical/Magical Evd	9.7/9.7				
Earth	25.6	Water	25.6	Fire	25.6
Wood	25.6	Thunder	0	Darkness	62
Skills	Rip Maen				
Data Drain Items					
Virus Core D, Steel Spear, Ninja Anklet					
Location	Λ Collapsed Pagan Remains				

Brown Wyrm

Species: Lizard

Level	50	Size	L	Data Drain Monster	Dragon Puppy
HP/SP/PP	4050/505/3020			Mind/Body Resistance	51/51
Element	E	Tolerance	E		
Physical/Magical Atk	32.5/11				
Physical/Magical Def	132/90.5				
Physical/Magical Acc	77/67				
Physical/Magical Evd	15.1/15.1				
Earth	50	Water	20	Fire	20
Wood	20	Thunder	20	Darkness	20
Skills	OrGan Don				

Data Drain Items

Virus Core F, Segmentart, Kikusenmonji

Location: Θ Bitter Fantasy Mirror World

Cadet Valkyrie

Species: Warrior (F)

Level	5	Size	S	Data Drain Monster	Porolin
HP/SP/PP	90/105/50			Mind/Body Resistance	1.5/4.5
Element	L	Tolerance	N/A		
Physical/Magical Atk	5.5/1.0				
Physical/Magical Def	20.5/6.5				
Physical/Magical Acc	9.5/5.0				
Physical/Magical Evd	1.6/0.6				
Earth	0.0	Water	2.0	Fire	2.0
Wood	2.7	Thunder	2.0	Darkness	2.0
Skills	N/A				

Data Drain Items

Virus Core A, Gakaku, Plate Armor

Location: Δ Discovered Primitive Touchstone

Cannibal

Species: Goblin

Level	25	Size	L	Data Drain Monster	Gremlin
HP/SP/PP	2050/755/1520			Mind/Body Resistance	8.5/13.5
Element	E	Tolerance	N/A		
Physical/Magical Atk	17.5/3.0				
Physical/Magical Def	44.5/30.5				
Physical/Magical Acc	39.5/21				
Physical/Magical Evd	7.6/2.6				
Earth	12.7	Water	2.5	Fire	2.5
Wood	0.0	Thunder	2.5	Darkness	2.5
Skills	N/A				

Data Drain Items

Virus Core A, Anshou, Forest Gloves

Location: Θ Buried Bounded Abyss*

Chicken Hand

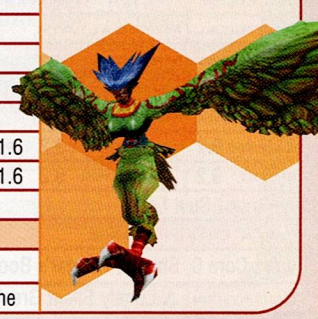
Species: Bird

Level	4	Size	S	Data Drain Monster	Pippy
HP/SP/PP	80/45/44			Mind/Body Resistance	2.2/3.0
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	4.9/0.9				
Physical/Magical Def	8.8/5.3				
Physical/Magical Acc	8.0/7.0				
Physical/Magical Evd	38/0.5				
Earth	0.0	Water	1.6	Fire	1.6
Wood	2.2	Thunder	1.6	Darkness	1.6
Skills	N/A				

Data Drain Items

Virus Core A, Battle Axe, Leather Gloves

Location: Δ Discovered Primitive Touchstone



Comad Goo

Species: Golem

Level	54	Size	L	Data Drain Monster	Kakasinger
HP/SP/PP	4370/545/3260			Mind/Body Resistance	17.2/100
Element	T	Tolerance	T		
Physical/Magical Atk	51.1/27.5				
Physical/Magical Def	133/49.1				
Physical/Magical Acc	61.4/82				
Physical/Magical Evd	16.3/5.5				
Earth	21.6	Water	21.6	Fire	21.6
Wood	21.6	Thunder	32	Darkness	5.4
Skills	Ap Corv				

Data Drain Items

Virus Core I, Earth Beast, Axe of Mobs

Location: Σ Cracked Worst Milestone

Crab Turtle

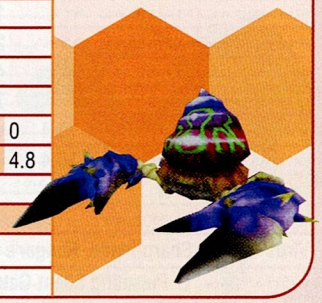
Species: Crustacean

Level	12	Size	M	Data Drain Monster	Monkey Crab
HP/SP/PP	530/245/380			Mind/Body Resistance	25.6/7
Element	W	Tolerance	N/A		
Physical/Magical Atk	9.7/1.7				
Physical/Magical Def	39/12.5				
Physical/Magical Acc	20/10.6				
Physical/Magical Evd	3.7/1.3				
Earth	4.8	Water	6.2	Fire	0
Wood	4.8	Thunder	4.8	Darkness	4.8
Skills	N/A				

Data Drain Items

Virus Core B, Aqua Guard, Ice Helm

Location: Θ Quiet Eternal White Devil



Cursed Blades

Species: Knife

Level	28	Size	S	Data Drain Monster	Limp Knife
HP/SP/PP	330/285/188			Mind/Body Resistance	100/15
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	19.3/3.3				
Physical/Magical Def	49.6/34.1				
Physical/Magical Acc	44/23.4				
Physical/Magical Evd	8.5/2.9				
Earth	11.2	Water	11.2	Fire	11.2
Wood	11.2	Thunder	11.2	Darkness	11.2
Skills	Ap Corv				

Data Drain Items

Virus Core A, Sleipnir, Million$ Spear

Location: Θ Chosen Hopeless Nothingness

Cyclo Shark

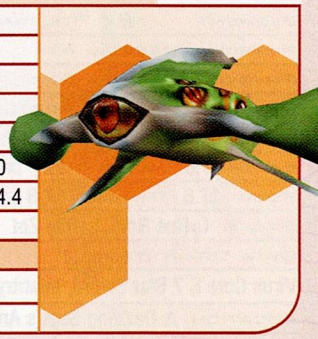
Species: Fish

Level	11	Size	L	Data Drain Monster	Minnow
HP/SP/PP	930/225/680			Mind/Body Resistance	4.3/12
Element	W	Tolerance	N/A		
Physical/Magical Atk	13.5/1.6				
Physical/Magical Def	20.7/13.7				
Physical/Magical Acc	14.1/9.8				
Physical/Magical Evd	3.4/1.2				
Earth	4.4	Water	5.7	Fire	0
Wood	4.4	Thunder	4.4	Darkness	4.4
Skills	Ap Corv				

Data Drain Items

Virus Core C, Unicorn Blade, Ice Hunter Cap

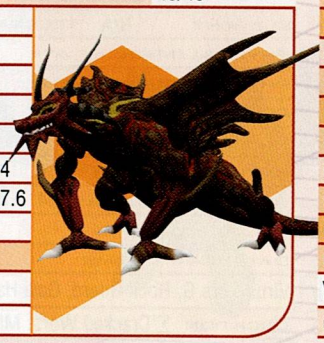
Location: Θ Quiet Eternal White Devil



Dalaigon

Species: Lizard

Level	44	Size	L	Data Drain Monster	Dragon Puppy
HP/SP/PP	3570/445/2660			Mind/Body Resistance	45/45
Element	F	Tolerance	F		
Physical/Magical Atk	37.7/9.8				
Physical/Magical Def	123/70.9				
Physical/Magical Acc	68/68				
Physical/Magical Evd	13.3/13.3				
Earth	17.6	Water	4.4	Fire	44
Wood	17.6	Thunder	17.6	Darkness	17.6
Skills	GiVak Kruz				
Data Drain Items					
Virus Core F, Bandit Mail, Sonic Blade					
Location	Λ Blooming Promised Walkway				



Dalaigon ANEC

Species: Lizard

Level	49	Size	L	Data Drain Monster	Dragon Puppy
HP/SP/PP	3970/495/2960			Mind/Body Resistance	50/50
Element	D	Tolerance	D		
Physical/Magical Atk	41.7/10.8				
Physical/Magical Def	133/78.9				
Physical/Magical Acc	75.5/75.5				
Physical/Magical Evd	14.8/14.8				
Earth	19.6	Water	19.6	Fire	19.6
Wood	19.6	Thunder	4.9	Darkness	49
Skills	Suvi Lei				
Data Drain Items					
Virus Core F, High Forger, Segmentart					
Location	Λ Pulsating Worst Core				

Dark Guru

Species: Magic-User (M)

Level	63	Size	S	Data Drain Monster	Long Lived
HP/SP/PP	670/320/325			Mind/Body Resistance	32.5/7.3
Element	D	Tolerance	D		
Physical/Magical Atk	6.8/26.2				
Physical/Magical Def	82.9/90.6				
Physical/Magical Acc	51.4/77.6				
Physical/Magical Evd	31.6/33.9				
Earth	25.2	Water	25.2	Fire	25.2
Wood	25.2	Thunder	0	Darkness	31
Skills	BiAni Don, Dek Do				
Data Drain Items					
Virus Core G, Wolf Crest, Cosmic Staff					
Location	Σ Noisy Sacred Ringing Ears				

Dark Horse

Species: Warrior (M)

Level	45	Size	M	Data Drain Monster	Razine
HP/SP/PP	1850/455/1370			Mind/Body Resistance	5.5/32.5
Element	D	Tolerance	N/A		
Physical/Magical Atk	29.5/23.5				
Physical/Magical Def	88.5/54.5				
Physical/Magical Acc	69.5/69.5				
Physical/Magical Evd	13.6/4.6				
Earth	18	Water	18	Fire	18
Wood	18	Thunder	0	Darkness	23
Skills	BiAni Don				
Data Drain Items					
Virus Core E, Samurai Helm, Kyoura					
Location	Λ Scattering Fossil's Milestone				

Dark Maiden

Species: Magic-User (F)

Level	68	Size	S	Data Drain Monster	Flamer
HP/SP/PP	1400/345/418			Mind/Body Resistance	62.2/7.8
Element	D	Tolerance	D		
Physical/Magical Atk	7.3/28.2				
Physical/Magical Def	112/117				
Physical/Magical Acc	21.4/124.4				
Physical/Magical Evd	34.1/35.4				
Earth	27.2	Water	27.2	Fire	27.2
Wood	27.2	Thunder	0	Darkness	34
Skills	BiAni Don, Mumyn Lei				
Data Drain Items					
Virus Core G, Airy Robes, Heh Heh Heh					
Location	Σ Tested Morphean Alchemy				

Dark Rider

Species: Warrior (M)

Level	26	Size	M	Data Drain Monster	Razine
HP/SP/PP	1090/525/800			Mind/Body Resistance	36/19.2
Element	T	Tolerance	N/A		
Physical/Magical Atk	18.1/14				
Physical/Magical Def	56.2/31.7				
Physical/Magical Acc	41/41				
Physical/Magical Evd	7.9/2.7				
Earth	2.6	Water	2.6	Fire	2.6
Wood	2.6	Thunder	0.0	Darkness	13.5
Skills	BiAni Don				
Data Drain Items					
Virus Core B, Anshou, Forester Helm					
Location	Θ Pulsating Silent Gate*				

Dark Stalker

Species: Ghost

Level	55	Size	M	Data Drain Monster	Odoro
HP/SP/PP	2250/1105/1670			Mind/Body Resistance	34/67
Element	D	Tolerance	PA		
Physical/Magical Atk	35.5/23				
Physical/Magical Def	180/65				
Physical/Magical Acc	62.5/68				
Physical/Magical Evd	99/32.5				
Earth	22	Water	22	Fire	22
Wood	22	Thunder	0	Darkness	27.7
Skills	BiAni Don				
Data Drain Items					
Virus Core H, Rod of Gales, Tribal Robes					
Location	Σ Soaring Sky Madness Compass				

Dark Witch

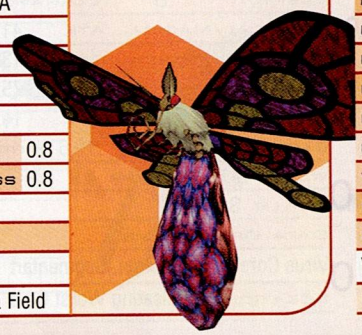
Species: Magic-User (F)

Level	19	Size	S	Data Drain Monster	Flamer
HP/SP/PP	230/195/67			Mind/Body Resistance	6.7/20
Element	D	Tolerance	N/A		
Physical/Magical Atk	2.4/8.6				
Physical/Magical Def	6.7/43.5				
Physical/Magical Acc	6.7/17.2				
Physical/Magical Evd	5.8/68				
Earth	1.9	Water	1.9	Fire	1.9
Wood	1.9	Thunder	0	Darkness	9.7
Skills	MeAni Kruz, MeAni Zot				
Data Drain Items					
Virus Core A, Rod of the Sea, Fireman's Coat					
Location	Θ Collapsed Momentary Spiral				

Deadly Moth

Species: Insect

Level	2	Size	M	Data Drain Monster	Wiggly
HP/SP/PP	130/35/80	Mind/Body Resistance			100/2.0
Element	N/A	Tolerance	N/A		
Physical/Magical Atk					3.7/2.1
Physical/Magical Def					5.4/0.9
Physical/Magical Acc					5.0/3.6
Physical/Magical Evd					34/0.7
Earth	0.8	Water	0.8	Fire	0.8
Wood	0.8	Thunder	0.8	Darkness	0.8
Skills	N/A				
Data Drain Items					
Virus Core B, Earth Sword, Safety Shoes					
Location	Δ Bursting Passed Over Aqua Field				



Deadly Present

Species: Mimic

Level	54	Size	S	Data Drain Monster	Fake Money
HP/SP/PP	2210/1085/1640	Mind/Body Resistance			100/100
Element	N/A	Tolerance	PA		
Physical/Magical Atk					29.5/5.9
Physical/Magical Def					192/28
Physical/Magical Acc					61.4/44.2
Physical/Magical Evd					16.3/5.4
Earth	54	Water	54	Fire	54
Wood	54	Thunder	54	Darkness	54
Skills	Ranki Lei				
Data Drain Items					
Virus Core G, Rock Guard, Gaia Hands					
Location	Σ Cracked Worst Milestone				

Death Crane

Species: Bird

Level	32	Size	S	Data Drain Monster	Pippy
HP/SP/PP	360/325/212	Mind/Body Resistance			10.6/17
Element	L	Tolerance	L		
Physical/Magical Atk					18.5/3.7
Physical/Magical Def					76.4/26.1
Physical/Magical Acc					50/49
Physical/Magical Evd					94/3.3
Earth	0	Water	12.8	Fire	12.8
Wood	16	Thunder	12.8	Darkness	12.8
Skills	N/A				
Data Drain Items					
Virus Core D, Gloves of Dark, Handyman's Axe					
Location	Λ Collapsed Pagan Remains				

Death Implant

Species: Alien

Level	60	Size	L	Data Drain Monster	Astro Prince
HP/SP/PP	4850/1805/3620	Mind/Body Resistance			31/73
Element	T	Tolerance	T		
Physical/Magical Atk					44.5/13
Physical/Magical Def					112/105
Physical/Magical Acc					68/92
Physical/Magical Evd					18.1/150
Earth	24	Water	24	Fire	24
Wood	24	Thunder	30	Darkness	6
Skills	MeRai Rom				
Data Drain Items					
Virus Core I, Specter Blades, Frost Hauberk					
Location	Σ Quiet Grieving Grasslands*				

De{th I$pAA&T

Species: Alien

Level	64	Size	L	Data Drain Monster	Death Implant
HP/SP/PP	20832/645/3860	Mind/Body Resistance			100/100
Element	N/A	Tolerance	N/A		
Physical/Magical Atk					60.1/39.4
Physical/Magical Def					168/111
Physical/Magical Acc					72.4/98
Physical/Magical Evd					19.3/158
Earth	25.6	Water	25.6	Fire	25.6
Wood	25.6	Thunder	25.6	Darkness	25.6
Skills	Lanceor Ch, Mumyn Lei				
Data Drain Items					
Spirit Dragon, Hunting Guard, Stealth Blades					
Location	Σ Tested Morphean Alchemy				

Dejected

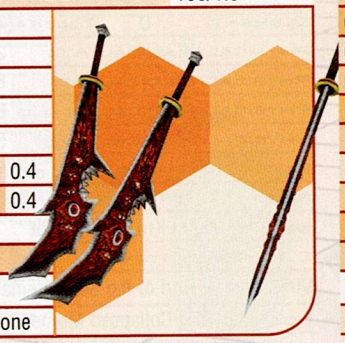
Species: Alien

Level	64	Size	M	Data Drain Monster	Astro Prince
HP/SP/PP	2610/1285/1940	Mind/Body Resistance			20.2/65
Element	F	Tolerance	F		
Physical/Magical Atk					47.3/33
Physical/Magical Def					124.4/111
Physical/Magical Acc					72.4/98
Physical/Magical Evd					19.3/94
Earth	25.6	Water	6.4	Fire	32
Wood	25.6	Thunder	25.6	Darkness	25.6
Skills	RaVak Don, Rip Maen				
Data Drain Items					
Virus Core H, Blaze Hauberk, Shin					
Location	Σ Fleeting Fallow Chaos				

Disco Knife

Species: Knife

Level	1	Size	S	Data Drain Monster	Limp Blade
HP/SP/PP	60/25/26	Mind/Body Resistance			100/1.5
Element	N/A	Tolerance	N/A		
Physical/Magical Atk					3.1/0.6
Physical/Magical Def					3.7/1.7
Physical/Magical Acc					3.5/1.8
Physical/Magical Evd					0.4/0.2
Earth	0.4	Water	0.4	Fire	0.4
Wood	0.4	Thunder	0.4	Darkness	0.4
Skills	Ap Corv				
Data Drain Items					
Virus Core A, Steel Spear, Rondo					
Location	Δ Discovered Primitive Touchstone				



Druid Witch

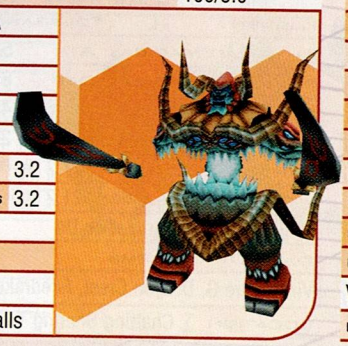
Species: Magic-User (F)

Level	41	Size	S	Data Drain Monster	Flamer
HP/SP/PP	450/210/133	Mind/Body Resistance			21.5/5.1
Element	L	Tolerance	L		
Physical/Magical Atk					4.6/17.4
Physical/Magical Def					54.3/76.5
Physical/Magical Acc					13.3/75.8
Physical/Magical Evd					20.6/27.3
Earth	0	Water	4.1	Fire	4.1
Wood	20	Thunder	4.1	Darkness	4.1
Skills	OrmJuk Kruz, Mumyn Lei				
Data Drain Items					
Virus Core D, Blood Suit, Bolt Rod					
Location	Λ Bitter Hot-blooded Sand Trap				

Dust Curse

Species: Knife

Level	8	Size	S	Data Drain Monster	Limp Knife
HP/SP/PP	130/85/68			Mind/Body Resistance	100/5.0
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	7.3/1.3				
Physical/Magical Def	15.6/10.1				
Physical/Magical Acc	14/7.4				
Physical/Magical Evd	2.5/0.9				
Earth	3.2	Water	3.2	Fire	3.2
Wood	3.2	Thunder	3.2	Darkness	3.2
Skills	Ap Corv				
Data Drain Items					
Virus Core A, Wooden Spear, Strange Blade					
Location	Δ Boundless Corrupted Fort Walls				



Earthman Drill

Species: Golem

Level	63	Size	L	Data Drain Monster	Kakasinger
HP/SP/PP	6350/635/5060			Mind/Body Resistance	19.9/100
Element	E	Tolerance	PA		
Physical/Magical Atk	40.3/32				
Physical/Magical Def	36.5/76.1				
Physical/Magical Acc	71.3/95.5				
Physical/Magical Evd	19/6.4				
Earth	38	Water	25.2	Fire	25.2
Wood	6.3	Thunder	25.2	Darkness	25.2
Skills	OrGan Rom, Ol Repth				
Data Drain Items					
Virus Core I, Fire Beast, Dark God's Axe					
Location	Σ Fleeting Fallow Chaos				

Ectoplasm

Species: Ghost

Level	6	Size	S	Data Drain Monster	Odoro
HP/SP/PP	218/65/80			Mind/Body Resistance	4.6/8.2
Element	D	Tolerance	N/A		
Physical/Magical Atk	6.1/2.2				
Physical/Magical Def	24/11				
Physical/Magical Acc	8.6/9.2				
Physical/Magical Evd	99/11				
Earth	2.4	Water	2.4	Fire	2.4
Wood	2.4	Thunder	0	Darkness	3.2
Skills	Ani Don				
Data Drain Items					
Virus Core A, Fire Wand, Hiking Gear					
Location	Δ Noisy Oblivious Melody*				

Fiend Menhir

Species: Idol

Level	7	Size	M	Data Drain Monster	Wiggle Snake
HP/SP/PP	330/145/230			Mind/Body Resistance	100/100
Element	T	Tolerance	N/A		
Physical/Magical Atk	6.7/1.7				
Physical/Magical Def	13.9/8.9				
Physical/Magical Acc	9.7/7.6				
Physical/Magical Evd	2.2/44				
Earth	2.8	Water	2.8	Fire	2.8
Wood	2.8	Thunder	3.7	Darkness	0
Skills	Rip Maen				
Data Drain Items					
Virus Core B, Wind Axe, Hands of Earth					
Location	Δ Noisy Oblivious Melody*				

Earth Maiden

Species: Magic-User (F)

Level	52	Size	S	Data Drain Monster	Flamer
HP/SP/PP	2210/1085/1640			Mind/Body Resistance	47.8/6.2
Element	E	Tolerance	E		
Physical/Magical Atk	5.7/21.8				
Physical/Magical Def	88/93				
Physical/Magical Acc	16.6/95.6				
Physical/Magical Evd	26.1/30.6				
Earth	26	Water	20.8	Fire	20.8
Wood	0	Thunder	20.8	Darkness	20.8
Skills	GiGan Don, Dek Do				
Data Drain Items					
Virus Core G, Firedrake Bone, Tribal Robes					
Location	Σ Chatting Snaring Twins				

Easter Rock

Species: Earth Elemental

Level	49	Size	M	Data Drain Monster	Moai
HP/SP/PP	2010/495/1490			Mind/Body Resistance	15.7/100
Element	E	Tolerance	E		
Physical/Magical Atk	31.9/5.4				
Physical/Magical Def	133/34.8				
Physical/Magical Acc	75.5/40.2				
Physical/Magical Evd	14.8/5				
Earth	27	Water	19.6	Fire	19.6
Wood	4.9	Thunder	19.6	Darkness	19.6
Skills	Ol Repth				
Data Drain Items					
Virus Core E, * Key Guardian, Blade 3000					
Location	Λ Pulsating Worst Core				

Evil Horn

Species: Magic-User (M)

Level	60	Size	M	Data Drain Monster	Long Lived
HP/SP/PP	1840/305/910			Mind/Body Resistance	55/7
Element	L	Tolerance	MA		
Physical/Magical Atk	6.5/37				
Physical/Magical Def	110/105				
Physical/Magical Acc	49/92				
Physical/Magical Evd	30.1/33				
Earth	0	Water	24	Fire	24
Wood	30	Thunder	24	Darkness	24
Skills	RaJuk Zot, Ranki Lei				
Data Drain Items					
Virus Core H, Fox Crest, Tenami					
Location	Σ Quiet Grieving Grasslands*				

Fire Witch

Species: Magic-User (F)

Level	20	Size	S	Data Drain Monster	Flamer
HP/SP/PP	240/205/70			Mind/Body Resistance	7.0/21
Element	F	Tolerance	N/A		
Physical/Magical Atk	2.5/9.0				
Physical/Magical Def	7.0/45				
Physical/Magical Acc	7.0/18				
Physical/Magical Evd	6.1/70				
Earth	2	Water	0	Fire	10.2
Wood	2	Thunder	2	Darkness	2
Skills	Vak Don, Vak Kruz				
Data Drain Items					
Virus Core A, Inferno Wand, Lincoln Green					
Location	Θ Cursed Despaired Paradise				

Flame Heads

Species: Hound

Level	12	Size	L
Data Drain Monster	Little Doggie		
HP/SP/PP	1010/365/740	Mind/Body Resistance	4.6/34
Element	F	Tolerance	N/A
Physical/Magical Atk	9.7/6.5		
Physical/Magical Def	22.4/14.9		
Physical/Magical Acc	15.2/4.6		
Physical/Magical Evd	3.7/1.3		
Earth	4.8	Water	0
Fire	6.2		
Wood	4.8	Thunder	4.8
Darkness	4.8		
Skills	N/A		
Data Drain Items			
Virus Core C, Gold Spear, Ice Hunter Cap			
Location	Δ Outpouring Solitary Spiral*		

Franken

Species: Undead

Level	43	Size	M
Data Drain Monster	Death Head		
HP/SP/PP	1770/650/1310	Mind/Body Resistance	13.9/100
Element	D	Tolerance	D
Physical/Magical Atk	28.3/24		
Physical/Magical Def	95.1/52.6		
Physical/Magical Acc	79.4/36.4		
Physical/Magical Evd	13/13		
Earth	34.4	Water	34.4
Fire	34.4		
Wood	34.4	Thunder	0
Darkness	43		
Skills	Suvi Lei		
Data Drain Items			
Virus Core E, Ivory Greaves, Knight Glaive			
Location	Λ Dazzling Sage's Arctic		

Gaia Turtle

Species: Earth Elemental

Level	55	Size	L
Data Drain Monster	Moai		
HP/SP/PP	4450/600/3320	Mind/Body Resistance	56/56
Element	E	Tolerance	PA
Physical/Magical Atk	35.5/17		
Physical/Magical Def	70/122		
Physical/Magical Acc	84.5/45		
Physical/Magical Evd	16.6/5.6		
Earth	27.7	Water	22
Fire	22		
Wood	5.5	Thunder	22
Darkness	22		
Skills	Yarthkins Rf		
Data Drain Items			
Virus Core I, Axe of Mobs, Imp's Leg Mail			
Location	Σ Cracked Worst Milestone		

Gladiator

Species: Warrior (M)

Level	21	Size	S
Data Drain Monster	Razine		
HP/SP/PP	250/215/146	Mind/Body Resistance	3.1/16
Element	T	Tolerance	N/A
Physical/Magical Atk	15.1/2.6		
Physical/Magical Def	37.7/25.7		
Physical/Magical Acc	33.5/33.5		
Physical/Magical Evd	6.4/2.2		
Earth	8.4	Water	8.4
Fire	8.4		
Wood	8.4	Thunder	11
Darkness	0		
Skills	Ap Corv		
Data Drain Items			
Virus Core A, Enou, Forester Helm			
Location	Δ Buried Pagan Fiery Sands		

Forest Hsien

Species: Magic-User (M)

Level	53	Size	S
Data Drain Monster	Long Lived		
HP/SP/PP	570/270/275	Mind/Body Resistance	27.5/6.3
Element	L	Tolerance	L
Physical/Magical Atk	5.8/22.2		
Physical/Magical Def	69.9/78.6		
Physical/Magical Acc	43.4/65.6		
Physical/Magical Evd	26.6/30.9		
Earth	0	Water	21.2
Fire	21.2		
Wood	26	Thunder	21.2
Darkness	21.2		
Skills	MeJuk Kruz, Dek Do		
Data Drain Items			
Virus Core G, Dragon Crest, Firedrake Bone			
Location	Σ Chatting Snaring Twins		

Fresh Valkyrie

Species: Warrior (F)

Level	21	Size	S
Data Drain Monster	Porolin		
HP/SP/PP	250/215/146	Mind/Body Resistance	3.1/16
Element	L	Tolerance	N/A
Physical/Magical Atk	15.1/2.6		
Physical/Magical Def	47.7/25.7		
Physical/Magical Acc	33.5/17.8		
Physical/Magical Evd	6.4/2.2		
Earth	0	Water	8.4
Fire	8.4		
Wood	10.7	Thunder	8.4
Darkness	8.4		
Skills	Repth		
Data Drain Items			
Virus Core A, Komura, Spirit Armor			
Location	Δ Buried Pagan Fiery Sands		

General Armor

Species: Warrior (M)

Level	19	Size	M
Data Drain Monster	Razine		
HP/SP/PP	810/385/590	Mind/Body Resistance	2.9/14.3
Element	T	Tolerance	T
Physical/Magical Atk	13.9/2.4		
Physical/Magical Def	44.3/23.3		
Physical/Magical Acc	30.5/30.5		
Physical/Magical Evd	5.8/2.0		
Earth	7.6	Water	7.6
Fire	7.6		
Wood	7.6	Thunder	10
Darkness	0		
Skills	N/A		
Data Drain Items			
Virus Core B, Sotetsu, Fire Helm			
Location	Θ Cursed Despaired Paradise		

Glygon

Species: Lizard

Level	64	Size	L
Data Drain Monster	Dragon Puppy		
HP/SP/PP	5170/645/3860	Mind/Body Resistance	65/65
Element	F	Tolerance	F
Physical/Magical Atk	53.7/13.8		
Physical/Magical Def	163/102.9		
Physical/Magical Acc	98/98		
Physical/Magical Evd	19.3/19.3		
Earth	6.4	Water	25.6
Fire	25.6		
Wood	64	Thunder	25.6
Darkness	25.6		
Skills	OrmJuk Kruz		
Data Drain Items			
Virus Core I, Blaze Hauberk, Avenger			
Location	Σ Barking Hot-blooded 500 Lohan		

GR=GO&!

Species: Lizard

LEVEL	68	SIZE	L	DATA DRAIN MONSTER	Glygon
HP/SP/PP	20884/685/4100	MIND/BODY RESISTANCE			100/100
ELEMENT	N/A	TOLERANCE	N/A		
PHYSICAL/MAGICAL ATK	56.9/14.6				
PHYSICAL/MAGICAL DEF	171/109.3				
PHYSICAL/MAGICAL ACC	104/104				
PHYSICAL/MAGICAL EVD	20.5/20.5				
EARTH	27.2	WATER	27.2	FIRE	27.2
WOOD	27.2	THUNDER	27.2	DARKNESS	27.2
SKILLS	MeVak Kruz				
DATA DRAIN ITEMS					
Virus Core I, Tree Beast, Oaken Greaves					
LOCATION	Σ Abrasive False Tragedy				

GOBLIN

Species: Goblin

LEVEL	1	SIZE	S	DATA DRAIN MONSTER	Gremlin
HP/SP/PP	50/15/16	MIND/BODY RESISTANCE			1.3/2.0
ELEMENT	N/A	TOLERANCE	N/A		
PHYSICAL/MAGICAL ATK	3.1/0.6				
PHYSICAL/MAGICAL DEF	3.7/1.7				
PHYSICAL/MAGICAL ACC	3.1/1.8				
PHYSICAL/MAGICAL EVD	0.4/0.2				
EARTH	0.7	WATER	0.4	FIRE	0.4
WOOD	0.4	THUNDER	0.4	DARKNESS	0.4
SKILLS	N/A				
DATA DRAIN ITEMS					
Virus Core A, Steel Blades, Leather Gloves					
LOCATION	Δ Bursting Passed Over Aqua Field				

GOBLIN NIGHT

Species: Goblin

LEVEL	15	SIZE	S	DATA DRAIN MONSTER	Gremlin
HP/SP/PP	190/155/100	MIND/BODY RESISTANCE			5.5/16
ELEMENT	E	TOLERANCE	N/A		
PHYSICAL/MAGICAL ATK	11.5/2.0				
PHYSICAL/MAGICAL DEF	27.5/18.5				
PHYSICAL/MAGICAL ACC	18.5/13				
PHYSICAL/MAGICAL EVD	4.6/1.6				
EARTH	7.7	WATER	1.5	FIRE	1.5
WOOD	0.0	THUNDER	1.5	DARKNESS	1.5
SKILLS	N/A				
DATA DRAIN ITEMS					
Virus Core A,.Spell Blades, Fishing Gloves					
LOCATION	Δ Lightless Sage's Scaffold*				

GOBLIN WIZ

Species: Goblin

LEVEL	16	SIZE	S	DATA DRAIN MONSTER	Gremlin
HP/SP/PP	200/165/106	MIND/BODY RESISTANCE			5.8/17
ELEMENT	F	TOLERANCE	N/A		
PHYSICAL/MAGICAL ATK	2.1/3.7				
PHYSICAL/MAGICAL DEF	5.8/39				
PHYSICAL/MAGICAL ACC	5.8/14.8				
PHYSICAL/MAGICAL EVD	4.9/4.9				
EARTH	1.6	WATER	0	FIRE	8.2
WOOD	1.6	THUNDER	1.6	DARKNESS	1.6
SKILLS	BiVak Rom, Dek Vorma				
DATA DRAIN ITEMS					
Virus Core A, Spell Blades, Smith's Gloves					
LOCATION	Δ Putrid Hot-blooded Scaffold				

GOIL MENHIR

Species: Idol

LEVEL	28	SIZE	M	DATA DRAIN MONSTER	Wiggle Snake
HP/SP/PP	1170/565/860	MIND/BODY RESISTANCE			100/100
ELEMENT	T	TOLERANCE	N/A		
PHYSICAL/MAGICAL ATK	19.3/6.6				
PHYSICAL/MAGICAL DEF	49.6/34.1				
PHYSICAL/MAGICAL ACC	32.8/24.4				
PHYSICAL/MAGICAL EVD	8.5/86				
EARTH	11.2	WATER	11.2	FIRE	11.2
WOOD	11.2	THUNDER	14.2	DARKNESS	0
SKILLS	Rip Maen				
DATA DRAIN ITEMS					
Virus Core B, Master's Axe, Shikisokuzeiku					
LOCATION	Θ Dolorous Confused Wavemaster*				

GRAND COLD

Species: Magic-User (M)

LEVEL	33	SIZE	S	DATA DRAIN MONSTER	Long Lived
HP/SP/PP	370/170/175	MIND/BODY RESISTANCE			17.5/4.3
ELEMENT	W	TOLERANCE	W		
PHYSICAL/MAGICAL ATK	3.8/14.2				
PHYSICAL/MAGICAL DEF	43.9/54.6				
PHYSICAL/MAGICAL ACC	27.4/41.6				
PHYSICAL/MAGICAL EVD	16.6/24.9				
EARTH	13.2	WATER	16	FIRE	0
WOOD	13.2	THUNDER	13.2	DARKNESS	13.2
SKILLS	Rue Kruz, Dek Do				
DATA DRAIN ITEMS					
Virus Core D, Spiral Wand, Bat Earrings					
LOCATION	Λ Collapsed Pagan Remains				

GRAND ELECTRIC

Species: Magic-User (M)

LEVEL	43	SIZE	S	DATA DRAIN MONSTER	Long Lived
HP/SP/PP	470/220/225	MIND/BODY RESISTANCE			22.5/5.3
ELEMENT	T	TOLERANCE	T		
PHYSICAL/MAGICAL ATK	4.8/18.2				
PHYSICAL/MAGICAL DEF	56.9/66.6				
PHYSICAL/MAGICAL ACC	35.4/53.6				
PHYSICAL/MAGICAL EVD	21.6/27.9				
EARTH	17.2	WATER	17.2	FIRE	17.2
WOOD	17.2	THUNDER	21	DARKNESS	0
SKILLS	MeRai Don, Dek Do				
DATA DRAIN ITEMS					
Virus Core D, War Headband, Nerd Staff					
LOCATION	Λ Blooming Promised Walkway				

GRAND MAGE

Species: Magic-User (M)

LEVEL	23	SIZE	S	DATA DRAIN MONSTER	Long Lived
HP/SP/PP	270/235/125	MIND/BODY RESISTANCE			7.9/24
ELEMENT	F	TOLERANCE	N/A		
PHYSICAL/MAGICAL ATK	2.8/10.2				
PHYSICAL/MAGICAL DEF	7.9/49.5				
PHYSICAL/MAGICAL ACC	7/20.4				
PHYSICAL/MAGICAL EVD	7.0/76				
EARTH	2.3	WATER	0	FIRE	11.7
WOOD	2.3	THUNDER	2.3	DARKNESS	2.3
SKILLS	Vak Don, Ap Vakz				
DATA DRAIN ITEMS					
Virus Core A, Cedar Wand, Scarab Earring					
LOCATION	Θ Great Distant Fertile Land				

Grangon

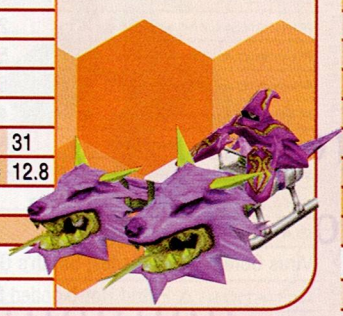
Species: Lizard

Level	57	Size	L	Data Drain Monster	Dragon Puppy
HP/SP/PP	4610/575/3440			Mind/Body Resistance	58/58
Element	E	Tolerance	E		
Physical/Magical Atk	48.1/12.4				
Physical/Magical Def	149/91.7				
Physical/Magical Acc	87.5/87.5				
Physical/Magical Evd	17.2/17.2				
Earth	57	Water	22.8	Fire	22.8
Wood	57	Thunder	22.8	Darkness	22.8
Skills	OrGan Zot				
Data Drain Items					
Virus Core I, Executer, Frost Haubeck					
Location	Σ Soaring Sky Madness Compass				

Great Sled Dog

Species: Hound

Level	32	Size	M	Data Drain Monster	Little Doggie
HP/SP/PP	1330/325/980			Mind/Body Resistance	10.6/74
Element	F	Tolerance	F		
Physical/Magical Atk	21.7/13.3				
Physical/Magical Def	66.4/38.9				
Physical/Magical Acc	37.2/42.6				
Physical/Magical Evd	9.7/3.3				
Earth	12.8	Water	0	Fire	31
Wood	12.8	Thunder	12.8	Darkness	12.8
Skills	GiVak Don, Vak Rom				
Data Drain Items					
Virus Core E, Darkness Hood, Copper Lance					
Location	Λ Nameless Seeker's Prairie				



Guardian

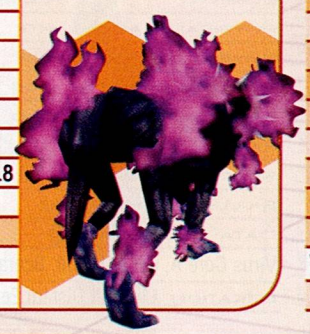
Species: Golem

Level	12	Size	M	Data Drain Monster	Kakasinger
HP/SP/PP	530/245/380			Mind/Body Resistance	100/100
Element	E	Tolerance	N/A		
Physical/Magical Atk	9.7/6.5				
Physical/Magical Def	39/11.3				
Physical/Magical Acc	15.2/19				
Physical/Magical Evd	3.7/1.3				
Earth	6.2	Water	4.8	Fire	4.8
Wood	1.2	Thunder	4.8	Darkness	4.8
Skills	N/A				
Data Drain Items					
Virus Core B, Razor Axe, Frost Armor					
Location	Θ Quiet Eternal White Devil				

Hades Hound

Species: Hound

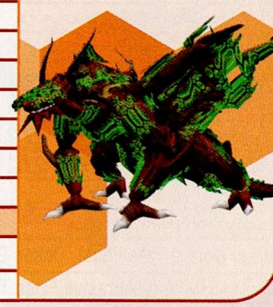
Level	42	Size	M	Data Drain Monster	Little Doggie
HP/SP/PP	1730/425/1280			Mind/Body Resistance	13.6/94
Element	F	Tolerance	F		
Physical/Magical Atk	27.7/21.5				
Physical/Magical Def	83.4/50.9				
Physical/Magical Acc	48.2/55.6				
Physical/Magical Evd	12.7/4.3				
Earth	16.8	Water	0	Fire	42
Wood	16.8	Thunder	16.8	Darkness	16.8
Skills	MeVak Kruz				
Data Drain Items					
Virus Core E, Blitz Spear, Infantry Cap					
Location	Λ Stalking Silent Footstep				



Gr=go&!

Species: Lizard

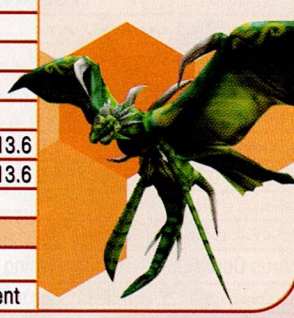
Level	60	Size	L	Data Drain Monster	Grangon
HP/SP/PP	20780/605/3620			Mind/Body Resistance	100/100
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	50.5/13				
Physical/Magical Def	155/96.5				
Physical/Magical Acc	92/92				
Physical/Magical Evd	18.1/18.1				
Earth	24	Water	24	Fire	24
Wood	24	Thunder	24	Darkness	24
Skills	MeVak Kruz				
Data Drain Items					
Virus Core I, Water Beast, Sea Greaves					
Location	Σ Ancient Destroyer's Battlefield				



Green Wyrm

Species: Lizard

Level	34	Size	L	Data Drain Monster	Dragon Puppy
HP/SP/PP	2770/345/2060			Mind/Body Resistance	35/35
Element	L	Tolerance	L		
Physical/Magical Atk	22.9/7.8				
Physical/Magical Def	90/61.7				
Physical/Magical Acc	53/46.2				
Physical/Magical Evd	10.3/10.3				
Earth	3.4	Water	13.6	Fire	13.6
Wood	34	Thunder	13.6	Darkness	13.6
Skills	BiJuk Rom				
Data Drain Items					
Virus Core F, Horse-Killer, Bone Armor					
Location	Δ Resurrecting Confused Judgment				



Hackberry King

Species: Plant

Level	34	Size	M	Data Drain Monster	Twinkle Grass
HP/SP/PP	1410/685/1040			Mind/Body Resistance	11.2/35
Element	L	Tolerance	N/A		
Physical/Magical Atk	22.9/17.5				
Physical/Magical Def	89.8/54.9				
Physical/Magical Acc	39.4/28.2				
Physical/Magical Evd	10.3/3.5				
Earth	0	Water	27.2	Fire	27.2
Wood	34.2	Thunder	27.2	Darkness	27.2
Skills	Mumyn Lei, Ola Repth				
Data Drain Items					
Virus Core E, Jet Bracer, Benkei's Guard					
Location	Δ Resurrecting Confused Judgment				

Halloween

Species: Ghost

Level	25	Size	M	Data Drain Monster	Odoro
HP/SP/PP	1050/505/770			Mind/Body Resistance	16/31
Element	D	Tolerance	N/A		
Physical/Magical Atk	17.5/6.0				
Physical/Magical Def	52.5/30				
Physical/Magical Acc	29.5/32				
Physical/Magical Evd	99/30				
Earth	2.5	Water	2.5	Fire	2.5
Wood	2.5	Thunder	0.0	Darkness	12.7
Skills	Ani Don				
Data Drain Items					
Virus Core B, Adian's Rod, Lincoln Green					
Location	Θ Buried Bounded Abyss*				

Hammer Shark

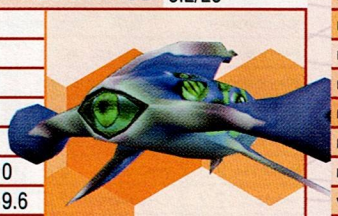
Species: Fish

Level	24	Size	L	Data Drain Monster	Minnow
HP/SP/PP	1970/485/1460	Mind/Body Resistance			8.2/25
Element	W	Tolerance	N/A		
Physical/Magical Atk			26.5/2.9		
Physical/Magical Def			42.8/29.3		
Physical/Magical Acc			28.4/20.2		
Physical/Magical Evd			7.3/2.5		
Earth	9.6	Water	12.2	Fire	0
Wood	9.6	Thunder	9.6	Darkness	9.6
Skills	N/A				

Data Drain Items

Virus Core C, Singing Blade, Peasant's Cap

Location Θ Pulsating Silent Gate*



Hand of God

Species: Warrior (F)

Level	67	Size	M	Data Drain Monster	Porolin
HP/SP/PP	2730/675/2030	Mind/Body Resistance			7.7/47.9
Element	L	Tolerance	MA		
Physical/Magical Atk			42.7/7.2		
Physical/Magical Def			135.9/80.9		
Physical/Magical Acc			102.5/54.6		
Physical/Magical Evd			20.2/6.8		
Earth	0	Water	26.8	Fire	26.8
Wood	33	Thunder	26.8	Darkness	26.8
Skills	N/A				

Data Drain Items

Virus Core H, Tree Beast, Last Tess

Location Σ Entwined Prejudiced Chaos

Harpy Queen

Species: Bird

Level	48	Size	M	Data Drain Monster	Pippy
HP/SP/PP	1970/485/1460	Mind/Body Resistance			15.4/25
Element	L	Tolerance	L		
Physical/Magical Atk			31.3/5.8		
Physical/Magical Def			103.6/38.9		
Physical/Magical Acc			88.4/87.4		
Physical/Magical Evd			126/4.9		
Earth	0	Water	19.2	Fire	19.2
Wood	24	Thunder	19.2	Darkness	19.2
Skills	RaJuk Rom				

Data Drain Items

Virus Core E, Great Elite, Jishuwen

Location Λ Pulsating Worst Core

Headhunt Lord

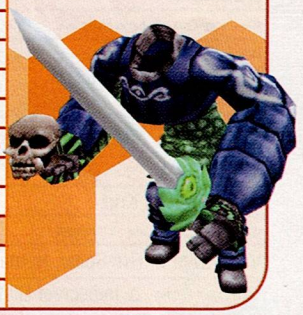
Species: Undead

Level	46	Size	M	Data Drain Monster	Death Head
HP/SP/PP	1890/695/1400	Mind/Body Resistance			14.8/100
Element	D	Tolerance	D		
Physical/Magical Atk			30.1/25.5		
Physical/Magical Def			110.2/56.2		
Physical/Magical Acc			52.6/38.8		
Physical/Magical Evd			13.9/13.9		
Earth	36.8	Water	36.8	Fire	36.8
Wood	36.8	Thunder	0	Darkness	46
Skills	Ani Don				

Data Drain Items

Virus Core E, Super Spear, Devil Greaves

Location Λ Scattering Fossil's Milestone



Headhunter

Species: Undead

Level	5	Size	M	Data Drain Monster	Death Head
HP/SP/PP	250/80/170	Mind/Body Resistance			2.5/100
Element	D	Tolerance	N/A		
Physical/Magical Atk			5.5/5.0		
Physical/Magical Def			10.5/7.0		
Physical/Magical Acc			7.5/6.0		
Physical/Magical Evd			1.6/1.6		
Earth	2.0	Water	2.0	Fire	2.0
Wood	2.0	Thunder	0.0	Darkness	2.7
Skills	N/A				

Data Drain Items

Virus Core B, Fire Spear, Ceramic Anklet

Location Δ Indiscreet Gluttonous Pilgrimage

He{dhu}&er

Species: Undead

Level	62	Size	M	Data Drain Monster	Headhunter
HP/SP/PP	20806/625/2530	Mind/Body Resistance			100/100
Element	D	Tolerance	N/A		
Physical/Magical Atk			52.1/33.5		
Physical/Magical Def			127.4/75.4		
Physical/Magical Acc			70.2/51.6		
Physical/Magical Evd			18.7/18.7		
Earth	24	Water	24	Fire	24
Wood	24	Thunder	24	Darkness	24
Skills	Ani Zot				

Data Drain Items

Virus Core H, Demon Spear, Lava Greaves

Location Σ Greedy Gambler's Drift

He{dhu&ĉier

Species: Undead

Level	66	Size	M	Data Drain Monster	Headhunter
HP/SP/PP	20858/665/2690	Mind/Body Resistance			100/100
Element	D	Tolerance	N/A		
Physical/Magical Atk			55.3/35.5		
Physical/Magical Def			134.2/80.2		
Physical/Magical Acc			74.6/54.8		
Physical/Magical Evd			19.9/19.9		
Earth	40	Water	40	Fire	40
Wood	40	Thunder	40	Darkness	40
Skills	MeAni Zot				

Data Drain Items

Oaken Greaves, Kokoro, Damascus Spear

Location Σ Entwined Prejudiced Chaos

Headless King

Species: Undead

Level	36	Size	M	Data Drain Monster	Death Head
HP/SP/PP	1490/545/1100	Mind/Body Resistance			11.8/100
Element	D	Tolerance	D		
Physical/Magical Atk			24.1/20.5		
Physical/Magical Def			83.2/44.2		
Physical/Magical Acc			41.6/30.8		
Physical/Magical Evd			10.9/10.9		
Earth	28.8	Water	28.8	Fire	28.8
Wood	28.8	Thunder	0	Darkness	36
Skills	BiAni Don				

Data Drain Items

Virus Core E, River Spear, Greave Sticker

Location Λ Stalking Silent Footstep

Heavy Metal

Species: Warrior (M)

Level	14	Size	S	Data Drain Monster	Razine
HP/SP/PP	180/145/104			Mind/Body Resistance	2.4/10.8
Element	T			Tolerance	N/A
Physical/Magical Atk	10.9/1.9				
Physical/Magical Def	25.8/17.3				
Physical/Magical Acc	23/23				
Physical/Magical Evd	4.3/1.5				
Earth	5.6	Water	5.6	Fire	5.6
Wood	5.6	Thunder	7.5	Darkness	0.0
Skills	Ap Corv				
Data Drain Items					
Virus Core A, Ronin Blades, Ice Helm					
Location	Δ Plenteous Smiling Hypha				

Hell Box

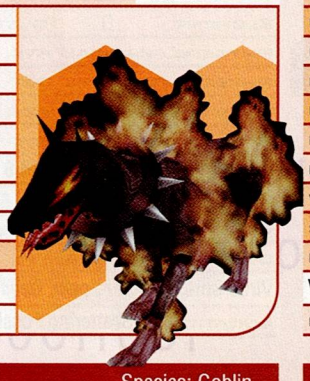
Species: Mimic

Level	22	Size	S	Data Drain Monster	Fake Money
HP/SP/PP	930/445/680			Mind/Body Resistance	100/100
Element	N/A			Tolerance	N/A
Physical/Magical Atk	13.5/2.7				
Physical/Magical Def	59/34				
Physical/Magical Acc	26.2/18.6				
Physical/Magical Evd	6.7/2.2				
Earth	2.2	Water	2.2	Fire	2.2
Wood	2.2	Thunder	2.2	Darkness	2.2
Skills	Ranki Lei				
Data Drain Items					
Virus Core A, Hands of Wood, Air Bracer					
Location	Δ Buried Pagan Fiery Sands				

Hell Doberman

Species: Hound

Level	6	Size	M	Data Drain Monster	Little Doggie
HP/SP/PP	290/125/200			Mind/Body Resistance	2.8/22
Element	F			Tolerance	N/A
Physical/Magical Atk	6.1/3.5				
Physical/Magical Def	12.2/7.7				
Physical/Magical Acc	8.6/2.8				
Physical/Magical Evd	1.9/0.7				
Earth	2.4	Water	0.0	Fire	3.2
Wood	2.4	Thunder	2.4	Darkness	2.4
Skills	Vak Kruz				
Data Drain Items					
Virus Core B, Fire Spear, Hunter's Hood					
Location	Δ Indiscreet Gluttonous Pilgrimage				



Hell Hound

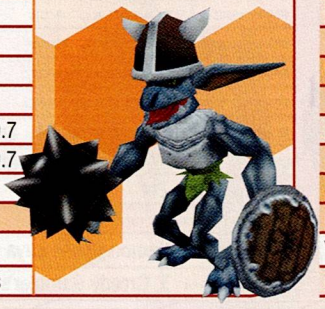
Species: Hound

Level	29	Size	M	Data Drain Monster	Little Doggie
HP/SP/PP	1210/585/890			Mind/Body Resistance	9.7/68
Element	F			Tolerance	N/A
Physical/Magical Atk	19.9/15				
Physical/Magical Def	51.3/35.3				
Physical/Magical Acc	33.9/9.7				
Physical/Magical Evd	8.8/3.0				
Earth	11.6	Water	0	Fire	14.7
Wood	11.6	Thunder	11.6	Darkness	11.6
Skills	GiVak Kruz				
Data Drain Items					
Virus Core B, Fairy Spear, Sakabatou					
Location	Λ Hideous Someone's Giant				

Hob Goblin

Species: Goblin

Level	7	Size	S	Data Drain Monster	Gremlin
HP/SP/PP	110/75/52			Mind/Body Resistance	3.1/8.0
Element	E			Tolerance	N/A
Physical/Magical Atk	6.7/1.2				
Physical/Magical Def	13.9/8.9				
Physical/Magical Acc	9.7/6.6				
Physical/Magical Evd	2.2/0.8				
Earth	3.7	Water	0.7	Fire	0.7
Wood	0	Thunder	0.7	Darkness	0.7
Skills	N/A				
Data Drain Items					
Virus Core A, Lath Blades, Miner's Gloves					
Location	Δ Boundless Corrupted Fort Walls				



Holy Night

Species: Warrior (F)

Level	56	Size	M	Data Drain Monster	Porolin
HP/SP/PP	2290/565/1700			Mind/Body Resistance	6.6/40.2
Element	L			Tolerance	MA
Physical/Magical Atk	36.1/6.1				
Physical/Magical Def	117.2/67.7				
Physical/Magical Acc	86/45.8				
Physical/Magical Evd	16.9/5.7				
Earth	0	Water	22.4	Fire	22.4
Wood	28	Thunder	22.4	Darkness	22.4
Skills	N/A				
Data Drain Items					
Virus Core H, Tenkafuubu, Water Beast					
Location	Σ Dolorous Promised Clavicle				

House Golem

Species: Golem

Level	50	Size	L	Data Drain Monster	Kakasinger
HP/SP/PP	5050/505/4020			Mind/Body Resistance	16/100
Element	E			Tolerance	PA
Physical/Magical Atk	32.5/25.5				
Physical/Magical Def	30/60.5				
Physical/Magical Acc	57/76				
Physical/Magical Evd	15.1/5.1				
Earth	30	Water	20	Fire	20
Wood	5	Thunder	20	Darkness	20
Skills	OrGan Rom, Ol Repth				
Data Drain Items					
Virus Core F, Quake Axe, Laevateinn					
Location	Λ Pulsating Worst Core				

Hou=Go&M

Species: Golem

Level	58	Size	L	Data Drain Monster	House Golem
HP/SP/PP	20754/585/4660			Mind/Body Resistance	18.4/100
Element	E			Tolerance	MA
Physical/Magical Atk	37.3/29.5				
Physical/Magical Def	131/70.1				
Physical/Magical Acc	65.8/88				
Physical/Magical Evd	17.5/5.9				
Earth	35	Water	23.2	Fire	23.2
Wood	5.8	Thunder	23.2	Darkness	23.2
Skills	OrGan Don				
Data Drain Items					
Water Beast, Alien Axe, Sorrow					
Location	Σ Noisy Sacred Ringing Ears				

Hungry Grass

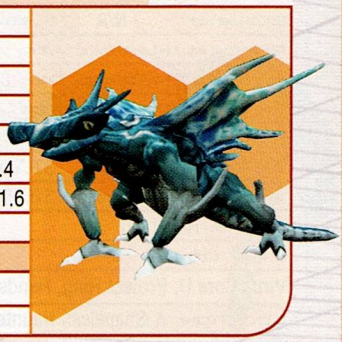
Species: Plant

Level	11	Size	S	Data Drain Monster	Twinkle Grass
HP/SP/PP	160/115/86			Mind/Body Resistance	4.3/12
Element	L	Tolerance	N/A		
Physical/Magical Atk	9.1/6.0				
Physical/Magical Def	20.7/13.7				
Physical/Magical Acc	14.1/9.8				
Physical/Magical Evd	3.4/1.2				
Earth	0	Water	4.4	Fire	4.4
Wood	6.8	Thunder	4.4	Darkness	4.4
Skills	Mumyn Lei				
Data Drain Items					
Virus Core A, Frost Bracer, Wyrm Scale					
Location	Δ Closed Oblivious Twin Hills				

Hydrosaurus

Species: Lizard

Level	54	Size	L	Data Drain Monster	Dragon Puppy
HP/SP/PP	4370/545/3260			Mind/Body Resistance	55/55
Element	W	Tolerance	W		
Physical/Magical Atk	45.7/11.8				
Physical/Magical Def	143/86.9				
Physical/Magical Acc	83/83				
Physical/Magical Evd	16.3/16.3				
Earth	21.6	Water	54	Fire	5.4
Wood	21.6	Thunder	21.6	Darkness	21.6
Skills	MeRue Zot				
Data Drain Items					
Virus Core I, Forest Sword, Jasper Haubeck					
Location	∑ Dolorous Promised Clavicle				



Hysteria

Species: Magic-User (F)

Level	32	Size	S	Data Drain Monster	Flamer
HP/SP/PP	360/165/106			Mind/Body Resistance	17/4.2
Element	T	Tolerance	T		
Physical/Magical Atk	3.7/13.8				
Physical/Magical Def	42.6/63				
Physical/Magical Acc	10.6/59.6				
Physical/Magical Evd	16.1/24.6				
Earth	3.2	Water	3.2	Fire	3.2
Wood	3.2	Thunder	16	Darkness	0
Skills	OrmRai Kruz, Mumyn Lei				
Data Drain Items					
Virus Core D, Demon Cloak, Spiral Wand					
Location	Λ Collapsed Pagan Remains				

Inferno

Species: Magic-User (M)

Level	45	Size	M	Data Drain Monster	Long Lived
HP/SP/PP	1390/230/685			Mind/Body Resistance	41.5/5.5
Element	F	Tolerance	M/A		
Physical/Magical Atk	5/28				
Physical/Magical Def	87.5/69				
Physical/Magical Acc	37/69.5				
Physical/Magical Evd	22.6/28.5				
Earth	18	Water	0	Fire	22
Wood	18	Thunder	18	Darkness	18
Skills	Vak Kruz, Ranki Lei				
Data Drain Items					
Virus Core E, Revelation, War Headband					
Location	Λ Scattering Fossil's Milestone				

IronBall Freak

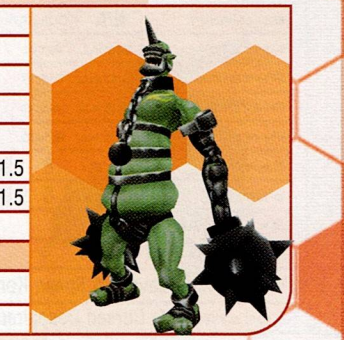
Species: Goblin

Level	24	Size	L	Data Drain Monster	Gremlin
HP/SP/PP	1970/725/1460			Mind/Body Resistance	8.2/13
Element	T	Tolerance	N/A		
Physical/Magical Atk	16.9/2.9				
Physical/Magical Def	42.8/29.3				
Physical/Magical Acc	38/20.2				
Physical/Magical Evd	7.3/2.5				
Earth	2.4	Water	2.4	Fire	2.4
Wood	2.4	Thunder	12.2	Darkness	0
Skills	N/A				
Data Drain Items					
Virus Core C, Raitei, Forest Gloves					
Location	Θ Voluptuous Worst Dead Lands*				

IronBall Mania

Species: Goblin

Level	35	Size	L	Data Drain Monster	Gremlin
HP/SP/PP	3550/355/2820			Mind/Body Resistance	11.5/100
Element	E	Tolerance	E		
Physical/Magical Atk	23.5/4				
Physical/Magical Def	81.5/42.5				
Physical/Magical Acc	54.5/29				
Physical/Magical Evd	10.6/3.6				
Earth	35	Water	31.5	Fire	31.5
Wood	31.5	Thunder	31.5	Darkness	31.5
Skills	N/A				
Data Drain Items					
Virus Core F, Yosetu & Fuyou, Gloves of Dark					
Location	Λ Merciless Grieving Furnace				



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Species: Goblin

Level	58	Size	L	Data Drain Monster	IronBall Mania
HP/SP/PP	20754/585/3500			Mind/Body Resistance	100/100
Element	E	Tolerance	E		
Physical/Magical Atk	48.9/6.3				
Physical/Magical Def	100.6/70.1				
Physical/Magical Acc	89/47.4				
Physical/Magical Evd	17.5/5.9				
Earth	55	Water	52.2	Fire	52.2
Wood	5.8	Thunder	52.2	Darkness	52.2
Skills					
Data Drain Items					
Ocean Gloves, Ankokushiki, Exhaustion					
Location	∑ Generous Bemused Virgin				

IronBall Titan

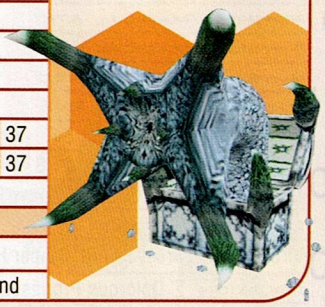
Species: Goblin

Level	45	Size	L	Data Drain Monster	Gremlin
HP/SP/PP	4550/455/3620			Mind/Body Resistance	14.5/100
Element	T	Tolerance	T		
Physical/Magical Atk	29.5/5				
Physical/Magical Def	78.5/54.5				
Physical/Magical Acc	69.5/37				
Physical/Magical Evd	13.6/4.6				
Earth	40.5	Water	40.5	Fire	40.5
Wood	40.5	Thunder	43	Darkness	0
Skills	N/A				
Data Drain Items					
Virus Core F, Able Gloves, Magatsu					
Location	Λ Blooming Promised Walkway				

Killer Box

Species: Mimic

Level	37	Size	S	Data Drain Monster	Fake Money
HP/SP/PP	1530/745/1130			Mind/Body Resistance	100/100
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	21/4.2				
Physical/Magical Def	141/19.5				
Physical/Magical Acc	42.7/30.6				
Physical/Magical Evd	11.2/3.7				
Earth	37	Water	37	Fire	37
Wood	37	Thunder	37	Darkness	37
Skills	Ranki Lei				
Data Drain Items					
Virus Core D, Protect Ring, Hands of Ronin					
Location	Λ Shapeless Haunted Holy Ground				



Killer Snaker

Species: Snake

Level	16	Size	L	Data Drain Monster	Charmer
HP/SP/PP	1330/485/970			Mind/Body Resistance	5.8/17
Element	E	Tolerance	N/A		
Physical/Magical Atk	12.1/7.4				
Physical/Magical Def	29.2/34.2				
Physical/Magical Acc	19.6/14.8				
Physical/Magical Evd	4.9/62				
Earth	8.2	Water	1.6	Fire	1.6
Wood	0	Thunder	1.6	Darkness	1.6
Skills	Gan Rom				
Data Drain Items					
Virus Core C, Iron Anklet, Fire Lizard(Boots)					
Location	Δ Chosen Corrupted Fiery Sands*				

King Snakoid

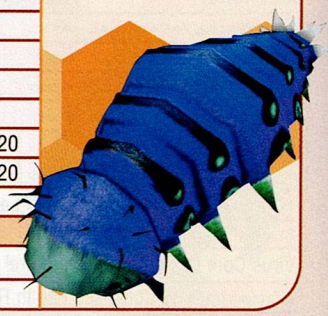
Species: Lizard

Level	38	Size	S	Data Drain Monster	Dragon Puppy
HP/SP/PP	430/385/248			Mind/Body Resistance	39/39
Element	F	Tolerance	F		
Physical/Magical Atk	25.3/8.6				
Physical/Magical Def	88/61.3				
Physical/Magical Acc	59/32.4				
Physical/Magical Evd	11.5/11.5				
Earth	3.8	Water	0	Fire	38
Wood	3.8	Thunder	3.8	Darkness	3.8
Skills	N/A				
Data Drain Items					
Virus Core D, Linen Cuirass, Stonecrusher					
Location	Λ Stalking Silent Footstep				

King Worm

Species: Insect

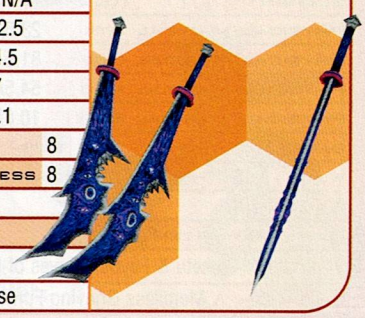
Level	50	Size	L	Data Drain Monster	Wiggly
HP/SP/PP	4050/1505/3020			Mind/Body Resistance	100/26
Element	N/A	Tolerance	MA		
Physical/Magical Atk	32.5/16.5				
Physical/Magical Def	132/25.5				
Physical/Magical Acc	77/42				
Physical/Magical Evd	50/15.1				
Earth	20	Water	20	Fire	20
Wood	20	Thunder	20	Darkness	20
Skills	Suvi Lei				
Data Drain Items					
Virus Core F, Kikusenmonji, Bureido					
Location	Θ Bitter Fantasy Mirror World				



Lambada Knife

Species: Knife

Level	20	Size	S	Data Drain Monster	Limp Knife
HP/SP/PP	250/405/140			Mind/Body Resistance	100/11
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	14.5/2.5				
Physical/Magical Def	36/24.5				
Physical/Magical Acc	32/17				
Physical/Magical Evd	6.1/2.1				
Earth	8	Water	8	Fire	8
Wood	8	Thunder	8	Darkness	8
Skills	Ap Corv				
Data Drain Items					
Virus Core A, Lavaman Spear, Komura					
Location	Θ Cursed Despaired Paradise				



Lamia Assassin

Species: Snake

Level	41	Size	S	Data Drain Monster	Charmer
HP/SP/PP	460/415/266			Mind/Body Resistance	13.3/42
Element	E	Tolerance	N/A		
Physical/Magical Atk	27.1/17.4				
Physical/Magical Def	81.7/91.7				
Physical/Magical Acc	47.1/34.8				
Physical/Magical Evd	12.4/112				
Earth	20.7	Water	4.1	Fire	4.1
Wood	0	Thunder	4.1	Darkness	4.1
Skills	N/A				
Data Drain Items					
Virus Core D, Ivory Greaves, Rare Greaves					
Location	Λ Collapsed Eternal Holy Ground*				

Lamia Fighter

Species: Snake

Level	15	Size	S	Data Drain Monster	Charmer
HP/SP/PP	200/155/110			Mind/Body Resistance	5.5/16
Element	E	Tolerance	N/A		
Physical/Magical Atk	11.5/7.0				
Physical/Magical Def	27.5/33				
Physical/Magical Acc	18.5/14				
Physical/Magical Evd	4.6/60				
Earth	7.7	Water	1.5	Fire	1.5
Wood	0	Thunder	1.5	Darkness	1.5
Skills	Mumyn Lei				
Data Drain Items					
Virus Core A, Frost Anklet, Snow Panther(Boots)					
Location	Δ Putrid Hot-blooded Scaffold				

Lamia Hunter

Species: Snake

Level	23	Size	S	Data Drain Monster	Charmer
HP/SP/PP	200/155/110			Mind/Body Resistance	7.9/24
Element	E	Tolerance	N/A		
Physical/Magical Atk	16.3/10.2				
Physical/Magical Def	41.1/42.6				
Physical/Magical Acc	27.3/20.4				
Physical/Magical Evd	7/76				
Earth	11.7	Water	2.3	Fire	2.3
Wood	0	Thunder	2.3	Darkness	2.3
Skills	Miu Lei				
Data Drain Items					
Virus Core A, Oak Anklet, Ranger's Boots					
Location	Δ Lonely Silent Great Seal				

Lead Snakoid

Species: Lizard

Level	25	Size	S	Data Drain Monster	Dragon Puppy
HP/SP/PP	300/255/170			Mind/Body Resistance	26/26
Element	F	Tolerance	F		
Physical/Magical Atk	17.5/6.0				
Physical/Magical Def	54.5/30.5				
Physical/Magical Acc	39.5/22				
Physical/Magical Evd	7.6/7.6				
Earth	2.5	Water	0.0	Fire	25.2
Wood	2.5	Thunder	2.5	Darkness	2.5
Skills	N/A				
Data Drain Items					
Virus Core D, Kikujumonji, Holy Tree Mail					
Location	Θ Buried Bounded Abyss*				

Lich

Species: Magic-User (M)

Level	69	Size	M	Data Drain Monster	Long Lived
HP/SP/PP	2110/350/1045			Mind/Body Resistance	63.1/7.9
Element	D	Tolerance	MA		
Physical/Magical Atk	7.4/42.4				
Physical/Magical Def	123.5/118.5				
Physical/Magical Acc	56.2/105.5				
Physical/Magical Evd	34.6/35.7				
Earth	34	Water	27.6	Fire	27.6
Wood	0	Thunder	27.6	Darkness	27.6
Skills	MeRai Rom, Ranki Lei				
Data Drain Items					
Virus Core H, Cygnus Rod, Phoenix's Fire					
Location	Σ Tested Morphean Alchemy				

Living Dead

Species: Undead

Level	22	Size	M	Data Drain Monster	Death Head
HP/SP/PP	930/335/680			Mind/Body Resistance	7.6/100
Element	D	Tolerance	N/A		
Physical/Magical Atk	15.7/13.5				
Physical/Magical Def	39.4/27.4				
Physical/Magical Acc	26.2/19.6				
Physical/Magical Evd	6.7/6.7				
Earth	2.2	Water	2.2	Fire	2.2
Wood	2.2	Thunder	0	Darkness	11.2
Skills	Suvi Lei				
Data Drain Items					
Virus Core B, Treeman Spear, Oak Anklet					
Location	Δ Lonely Silent Great Seal				

Mad Grass

Species: Plant

Level	1	Size	S	Data Drain Monster	Twinkle Grass
HP/SP/PP	60/15/26			Mind/Body Resistance	1.3/2.0
Element	L	Tolerance	MA		
Physical/Magical Atk	3.1/1.0				
Physical/Magical Def	3.7/1.7				
Physical/Magical Acc	3.1/1.8				
Physical/Magical Evd	0.4/0.2				
Earth	0.0	Water	0.4	Fire	0.4
Wood	0.8	Thunder	0.4	Darkness	0.4
Skills	Mumyn Lei				
Data Drain Items					
Virus Core A, Wrist Band, Leather Armor					
Location	Δ Discovered Primitive Touchstone				

Mad Witch

Species: Magic-User (F)

Level	47	Size	S	Data Drain Monster	Flamer
HP/SP/PP	980/240/151			Mind/Body Resistance	24.5/5.7
Element	E	Tolerance	E		
Physical/Magical Atk	5.2/19.8				
Physical/Magical Def	62.1/85.5				
Physical/Magical Acc	15.1/86.6				
Physical/Magical Evd	23.6/29.1				
Earth	23	Water	4.7	Fire	4.7
Wood	0	Thunder	4.7	Darkness	4.7
Skills	MeGan Rom, Mumyn Lei				
Data Drain Items					
Virus Core D, Treasure Wand, SWORD					
Location	Λ Pulsating Worst Core				

Magical Goblin

Species: Goblin

Level	3	Size	S	Data Drain Monster	Gremlin
HP/SP/PP	70/35/28			Mind/Body Resistance	1.9/4.0
Element	F	Tolerance	F		
Physical/Magical Atk	0.8/1.1				
Physical/Magical Def	1.9/19.5				
Physical/Magical Acc	1.9/4.4				
Physical/Magical Evd	1.0/1.0				
Earth	1.2	Water	0	Fire	2
Wood	1.2	Thunder	1.2	Darkness	1.2
Skills	Duk Lei, Ap Torma				
Data Drain Items					
Virus Core A, Steel Blades, Leather Gloves					
Location	Δ Discovered Primitive Touchstone				

Mantis

Species: Crustacean

Level	27	Size	M	Data Drain Monster	Monkey Crab
HP/SP/PP	1130/545/830			Mind/Body Resistance	45.1/14.5
Element	W	Tolerance	N/A		
Physical/Magical Atk	18.7/3.2				
Physical/Magical Def	69/27.5				
Physical/Magical Acc	42.5/22.6				
Physical/Magical Evd	8.2/2.8				
Earth	10.8	Water	13.7	Fire	0
Wood	10.8	Thunder	10.8	Darkness	10.8
Skills	Ap Corv				
Data Drain Items					
Virus Core B, Giant Hill(Axe), Electric Guard					
Location	Θ Chosen Hopeless Nothingness				

Maxwell

Species: Demon

Level	51	Size	S	Data Drain Monster	Bat
HP/SP/PP	550/515/326			Mind/Body Resistance	52/52
Element	D	Tolerance	D		
Physical/Magical Atk	33.1/11.2				
Physical/Magical Def	88.7/76.2				
Physical/Magical Acc	68.3/68.3				
Physical/Magical Evd	15.4/25.3				
Earth	5.1	Water	5.1	Fire	5.1
Wood	5.1	Thunder	0	Darkness	30
Skills	Dek Torv				
Data Drain Items					
Virus Core G, Dragon Crest, Rashou					
Location	Σ Chatting Snaring Twins				

Menhir — Species: Idol

Level	17	Size	M	Data Drain Monster	Wiggle Snake
HP/SP/PP	730/345/530			Mind/Body Resistance	100/100
Element	T	Tolerance	N/A		
Physical/Magical Atk	12.7/4.4				
Physical/Magical Def	30.9/20.9				
Physical/Magical Acc	20.7/15.6				
Physical/Magical Evd	5.2/64				
Earth	6.8	Water	6.8	Fire	6.8
Wood	6.8	Thunder	8.7	Darkness	0
Skills	Rip Maen				
Data Drain Items					
Virus Core B, Earth Axe, Hands of Fire					
Location	Θ Collapsed Momentary Spiral				

Metal Emperor — Species: Golem

Level	17	Size	M	Data Drain Monster	Kakasinger
HP/SP/PP	730/345/530			Mind/Body Resistance	6.1/100
Element	E	Tolerance	N/A		
Physical/Magical Atk	12.7/9.0				
Physical/Magical Def	49/15.8				
Physical/Magical Acc	20.7/26.5				
Physical/Magical Evd	5.2/1.8				
Earth	8.7	Water	6.8	Fire	6.8
Wood	1.7	Thunder	6.8	Darkness	6.8
Skills	N/A				
Data Drain Items					
Virus Core B, Earth Axe, Blaze Armor					
Location	Δ Chosen Her Spiral*				

Metal Eraser — Species: Golem

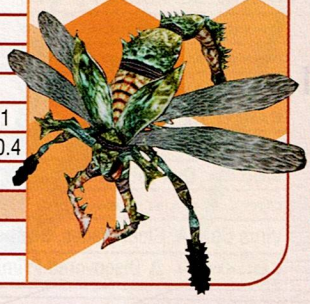
Level	33	Size	M	Data Drain Monster	Kakasinger
HP/SP/PP	1370/335/1010			Mind/Body Resistance	10.9/100
Element	E	Tolerance	E		
Physical/Magical Atk	22.3/17				
Physical/Magical Def	114/30.2				
Physical/Magical Acc	38.3/50.5				
Physical/Magical Evd	10/3.4				
Earth	30	Water	26.4	Fire	26.4
Wood	3.3	Thunder	26.4	Darkness	26.4
Skills	N/A				
Data Drain Items					
Virus Core E, Full Swing, Ebony Armor					
Location	Δ Resurrecting Confused Judgment				

Metal Goblin — Species: Goblin

Level	26	Size	S	Data Drain Monster	Gremlin
HP/SP/PP	300/265/166			Mind/Body Resistance	8.8/27
Element	E	Tolerance	N/A		
Physical/Magical Atk	18.1/3.1				
Physical/Magical Def	46.2/31.7				
Physical/Magical Acc	30.6/21.8				
Physical/Magical Evd	7.9/2.7				
Earth	13.2	Water	2.6	Fire	2.6
Wood	0.0	Thunder	2.6	Darkness	2.6
Skills	N/A				
Data Drain Items					
Virus Core A, Anshou, Jinsaran					
Location	Θ Chosen Hopeless Nothingness				

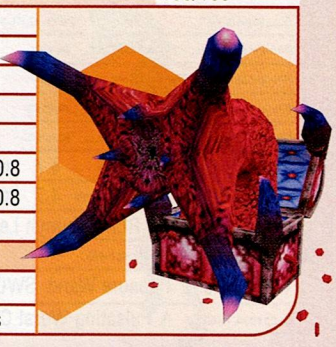
Miasma Wyvern — Species: Insect

Level	51	Size	M	Data Drain Monster	Wiggly
HP/SP/PP	2090/770/1550			Mind/Body Resistance	100/26.5
Element	W	Tolerance	W		
Physical/Magical Atk	28/16.8				
Physical/Magical Def	47.9/10.7				
Physical/Magical Acc	78.5/42.8				
Physical/Magical Evd	126.9/15.4				
Earth	20.4	Water	26	Fire	5.1
Wood	20.4	Thunder	20.4	Darkness	20.4
Skills	Duk Lei				
Data Drain Items					
Virus Core H, Rock 'n Roll, Stone Solleret					
Location	Σ Chatting Snaring Twins				



Mimic — Species: Mimic

Level	8	Size	S	Data Drain Monster	Fake Money
HP/SP/PP	370/165/260			Mind/Body Resistance	100/100
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	6.5/1.3				
Physical/Magical Def	31/13				
Physical/Magical Acc	10.8/7.4				
Physical/Magical Evd	2.5/0.8				
Earth	0.8	Water	0.8	Fire	0.8
Wood	0.8	Thunder	0.8	Darkness	0.8
Skills	Ranki Lei				
Data Drain Items					
Virus Core A, Hands of Earth, Fossil Bracer					
Location	Δ Boundless Corrupted Fort Walls				

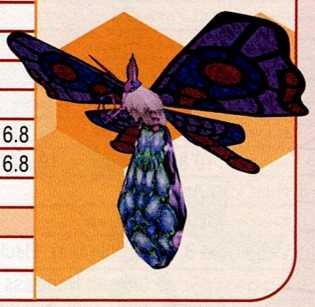


Mog Napylon — Species: Alien

Level	58	Size	M	Data Drain Monster	Astro Prince
HP/SP/PP	2370/1165/1760			Mind/Body Resistance	18.4/59
Element	D	Tolerance	D		
Physical/Magical Atk	43.1/12.6				
Physical/Magical Def	99/102				
Physical/Magical Acc	65.8/89				
Physical/Magical Evd	17.5/88				
Earth	23.2	Water	23.2	Fire	23.2
Wood	23.2	Thunder	5.8	Darkness	29
Skills	Ola Repth				
Data Drain Items					
Virus Core H, Ankokushiki, Frost Hauberk					
Location	Σ Dying Windmill's Neigh				

Moonlighter — Species: Insect

Level	42	Size	M	Data Drain Monster	Wiggly
HP/SP/PP	1730/635/1280			Mind/Body Resistance	100/22
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	27.7/14.1				
Physical/Magical Def	83.4/25.7				
Physical/Magical Acc	65/35.6				
Physical/Magical Evd	114/12.7				
Earth	16.8	Water	16.8	Fire	16.8
Wood	16.8	Thunder	16.8	Darkness	16.8
Skills	Duk Lei				
Data Drain Items					
Virus Core E, Powered Boots, Karin					
Location	Λ Dazzling Sage's Arctic				



Mu Guardian

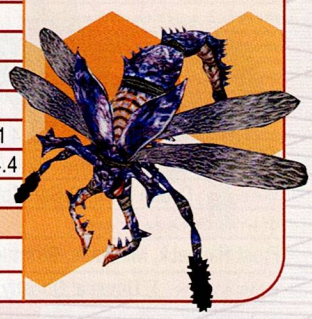
Species: Golem

Level	28	Size	M	Data Drain Monster	Kakasinger
HP/SP/PP	1170/565/860			Mind/Body Resistance	9.4/100
Element	T	Tolerance	N/A		
Physical/Magical Atk	19.3/12.5				
Physical/Magical Def	71/25.7				
Physical/Magical Acc	32.8/43				
Physical/Magical Evd	8.5/14.1				
Earth	14.2	Water	11.2	Fire	11.2
Wood	2.8	Thunder	11.2	Darkness	11.2
Skills	Gan Rom, Gan-Zot				
Data Drain Items					
Virus Core B, Bom-Ba-Ye, Master's Axe					
Location	Λ Dolorous Evil-eyed Widow				

Mugai Wyvern

Species: Insect

Level	61	Size	M	Data Drain Monster	Wiggly
HP/SP/PP	2490/920/1850			Mind/Body Resistance	100/31.5
Element	W	Tolerance	W		
Physical/Magical Atk	33/19.8				
Physical/Magical Def	56.9/18.8				
Physical/Magical Acc	93.5/50.8				
Physical/Magical Evd	145.9/18.4				
Earth	24.4	Water	31	Fire	6.1
Wood	24.4	Thunder	24.4	Darkness	24.4
Skills	Duk Lei				
Data Drain Items					
Virus Core H, Smiling Blade, Blaze Solleret					
Location	Σ Noisy Sacred Ringing Ears				



Mummy Ripper

Species: Warrior (F)

Level	7	Size	S	Data Drain Monster	Porolin
HP/SP/PP	110/75/62			Mind/Body Resistance	1.7/5.9
Element	L	Tolerance	N/A		
Physical/Magical Atk	6.7/1.2				
Physical/Magical Def	13.9/8.9				
Physical/Magical Acc	12.5/6.6				
Physical/Magical Evd	2.2/0.8				
Earth	0	Water	2.8	Fire	2.8
Wood	3.7	Thunder	2.8	Darkness	2.8
Skills	Dek Corv				
Data Drain Items					
Virus Core A, Strange Blade, Grand Armor					
Location	Δ Closed Oblivious Twin Hills				

Mummy Scissors

Species: Warrior (F)

Level	38	Size	S	Data Drain Monster	Porolin
HP/SP/PP	420/385/248			Mind/Body Resistance	4.8/27.6
Element	L	Tolerance	L		
Physical/Magical Atk	25.3/4.3				
Physical/Magical Def	86.6/46.1				
Physical/Magical Acc	59/31.4				
Physical/Magical Evd	87/3.9				
Earth	0	Water	15.2	Fire	15.2
Wood	19	Thunder	15.2	Darkness	15.2
Skills	N/A				
Data Drain Items					
Virus Core D, Kris Armor, Fire & Sky					
Location	Λ Bottomless Hopeless Footstep				

Mushroom King

Species: Plant

Level	6	Size	M	Data Drain Monster	Twinkle Grass
HP/SP/PP	290/125/200			Mind/Body Resistance	2.8/7.0
Element	L	Tolerance	N/A		
Physical/Magical Atk	6.1/3.5				
Physical/Magical Def	12.2/7.7				
Physical/Magical Acc	8.6/5.8				
Physical/Magical Evd	1.9/0.7				
Earth	0	Water	2.4	Fire	2.4
Wood	3.8	Thunder	2.4	Darkness	2.4
Skills	Ap Torv				
Data Drain Items					
Virus Core B, Fossil Bracer, Wyrm Hide					
Location	Δ Boundless Corrupted Fort Walls				

Mystery Rock

Species: Earth Elemental

Level	30	Size	M	Data Drain Monster	Moai
HP/SP/PP	1250/605/920			Mind/Body Resistance	10/61
Element	E	Tolerance	E		
Physical/Magical Atk	20.5/3.5				
Physical/Magical Def	75/21.5				
Physical/Magical Acc	47/25				
Physical/Magical Evd	9.1/3.1				
Earth	15.2	Water	15	Fire	12
Wood	3	Thunder	12	Darkness	12
Skills	Rig Saem				
Data Drain Items					
Devil's Axe, Phoenix's Wing(Sword)					
Location	Λ Dolorous Evil-eyed Widow				

Napylon

Species: Alien

Level	52	Size	M	Data Drain Monster	Astro Prince
HP/SP/PP	2130/1045/1580			Mind/Body Resistance	16.6/53
Element	L	Tolerance	L		
Physical/Magical Atk	33.7/11.4				
Physical/Magical Def	86/93				
Physical/Magical Acc	59.2/80				
Physical/Magical Evd	15.7/82				
Earth	5.2	Water	20.8	Fire	20.8
Wood	26	Thunder	20.8	Darkness	20.8
Skills	Ola Repth				
Data Drain Items					
Virus Core H, Enja, Jasper Haubeck					
Location	Σ Attracting Fated Ebb and Flow				

Nega Guardian

Species: Golem

Level	59	Size	M	Data Drain Monster	Kakasinger
HP/SP/PP	2410/595/1790			Mind/Body Resistance	18.7/100
Element	E	Tolerance	MA		
Physical/Magical Atk	35.9/41.8				
Physical/Magical Def	133/53.6				
Physical/Magical Acc	66.9/89.5				
Physical/Magical Evd	17.8/29.6				
Earth	29.7	Water	23.6	Fire	23.6
Wood	5.9	Thunder	23.6	Darkness	23.6
Skills	GiGan Don, GiGan Zot				
Data Drain Items					
Virus Core H, Water Beast, Artisan Axe					
Location	Σ Blooming Law's Ridgeline*				

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Species: Golem

Level	56	Size	M	Data Drain Monster	Nega Guardian
HP/SP/PP	20728/565/1700	Mind/Body Resistance			100/100
Element	E	Tolerance	MA		
Physical/Magical Atk	47.3/39.7				
Physical/Magical Def	127/50.9				
Physical/Magical Acc	63.6/85				
Physical/Magical Evd	16.9/28.1				
Earth	28.2	Water	22.4	Fire	22.4
Wood	5.6	Thunder	22.4	Darkness	22.4
Skills	OrGan Rom, OrGan Zot				
Data Drain Items					
Frost Haubeck, Mineuchi, Stormlord Rod					
Location	Σ Unusual Ghostly Remnant				

Nightmare

Species: Warrior (M)

Level	65	Size	M	Data Drain Monster	Razine
HP/SP/PP	2650/655/1970	Mind/Body Resistance			7.5/46.5
Element	D	Tolerance	N/A		
Physical/Magical Atk	41.5/33.5				
Physical/Magical Def	122.5/78.5				
Physical/Magical Acc	99.5/99.5				
Physical/Magical Evd	19.6/6.6				
Earth	26	Water	26	Fire	26
Wood	26	Thunder	0	Darkness	33
Skills	BiAni Don				
Data Drain Items					
Virus Core H, Fire Dragon, Shin					
Location	Σ Fleeting Fallow Chaos				

Nobunaga Soul

Species: Warrior (M)

Level	40	Size	S	Data Drain Monster	Razine
HP/SP/PP	640/405/420	Mind/Body Resistance			5/29
Element	T	Tolerance	N/A		
Physical/Magical Atk	26.5/4.5				
Physical/Magical Def	80/48.5				
Physical/Magical Acc	62/62				
Physical/Magical Evd	12.1/4.1				
Earth	16	Water	16	Fire	16
Wood	16	Thunder	20.5	Darkness	0
Skills	N/A				
Data Drain Items					
Virus Core D, Tsumuji, Golden Helm					
Location	Λ Bitter Hot-blooded Sand Trap				

Noisy Wisp

Species: Ghost

Level	18	Size	S	Data Drain Monster	Odoro
HP/SP/PP	554/185/200	Mind/Body Resistance			11.8/22.6
Element	D	Tolerance	N/A		
Physical/Magical Atk	13.3/4.6				
Physical/Magical Def	42/23				
Physical/Magical Acc	21.8/23.6				
Physical/Magical Evd	99/23				
Earth	7.2	Water	7.2	Fire	7.2
Wood	7.2	Thunder	0	Darkness	9.2
Skills	Ani Don				
Data Drain Items					
Virus Core A, Earth Rod, Fireman's Coat					
Location	Θ Collapsed Momentary Spiral				

Nomadic Bones

Species: Undead

Level	15	Size	S	Data Drain Monster	Death Head
HP/SP/PP	200/155/110	Mind/Body Resistance			5.5/100
Element	D	Tolerance	N/A		
Physical/Magical Atk	11.5/10				
Physical/Magical Def	27.5/19				
Physical/Magical Acc	18.5/14				
Physical/Magical Evd	4.6/4.6				
Earth	1.5	Water	1.5	Fire	1.5
Wood	1.5	Thunder	0	Darkness	7.7
Skills	Rip Maen				
Data Drain Items					
Virus Core A, Spear of Spell, Frost Anklet					
Location	Δ Putrid Hot-blooded Scaffold				

Ochimusha

Species: Warrior (M)

Level	16	Size	S	Data Drain Monster	Razine
HP/SP/PP	200/165/116	Mind/Body Resistance			2.6/12.2
Element	T	Tolerance	N/A		
Physical/Magical Atk	12.1/2.1				
Physical/Magical Def	29.2/19.7				
Physical/Magical Acc	26/26				
Physical/Magical Evd	4.9/1.7				
Earth	6.4	Water	6.4	Fire	6.4
Wood	6.4	Thunder	8.5	Darkness	0
Skills	Ap Corv				
Data Drain Items					
Virus Core A, Spell Blades, Fire Helm					
Location	Δ Chosen Corrupted Fiery Sands*				

Ogre

Species: Goblin

Level	27	Size	L	Data Drain Monster	Gremlin
HP/SP/PP	2210/815/1640	Mind/Body Resistance			9.1/14.5
Element	F	Tolerance	N/A		
Physical/Magical Atk	18.7/3.2				
Physical/Magical Def	57.9/32.9				
Physical/Magical Acc	42.5/22.6				
Physical/Magical Evd	8.2/2.8				
Earth	2.7	Water	0	Fire	13.7
Wood	2.7	Thunder	2.7	Darkness	2.7
Skills	N/A				
Data Drain Items					
Virus Core C, Masterblades, Thunder Gloves					
Location	Θ Dolorous Eternal Kaleidoscope*				

Org Napylon

Species: Alien

Level	65	Size	M	Data Drain Monster	Astro Prince
HP/SP/PP	2650/1305/1970	Mind/Body Resistance			20.5/66
Element	F	Tolerance	F		
Physical/Magical Atk	48/14				
Physical/Magical Def	119.5/112.5				
Physical/Magical Acc	73.5/99.5				
Physical/Magical Evd	19.6/95				
Earth	26	Water	6.5	Fire	32
Wood	26	Thunder	26	Darkness	26
Skills	Ola Repth				
Data Drain Items					
Virus Core H, Shin, Spirit Hauberk					
Location	Σ Fleeting Fallow Chaos				

Orochi

Species: Snake

Level	39	Size	L	Data Drain Monster	Charmer
HP/SP/PP	3170/1175/2350	Mind/Body Resistance			12.7/40
Element	E	Tolerance	E		
Physical/Magical Atk					25.9/16.6
Physical/Magical Def					78.3/88.3
Physical/Magical Acc					44.9/33.2
Physical/Magical Evd					11.8/108
Earth	20	Water	3.9	Fire	3.9
Wood	0	Thunder	3.9	Darkness	3.9
Skills	Gan Rom				
Data Drain Items					
Virus Core F, Deluxe Boots, Greave Sticker					
Location	Λ Bottomless Hopeless Footstep				

Phalanx

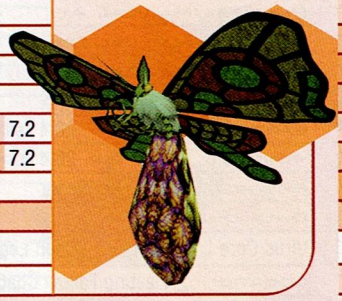
Species: Warrior (M)

Level	31	Size	S	Data Drain Monster	Razine
HP/SP/PP	505/315/330	Mind/Body Resistance			4.1/22.7
Element	T	Tolerance	N/A		
Physical/Magical Atk					21.1/16.5
Physical/Magical Def					64.7/37.7
Physical/Magical Acc					48.5/48.5
Physical/Magical Evd					9.4/3.2
Earth	12.4	Water	12.4	Fire	12.4
Wood	12.4	Thunder	16	Darkness	0
Skills	MeRai Kruz				
Data Drain Items					
Virus Core D, Kurogane, Midnight Helm					
Location	Λ Nameless Seeker's Prairie				

Phantom Wing

Species: Insect

Level	18	Size	M	Data Drain Monster	Wiggly
HP/SP/PP	770/275/560	Mind/Body Resistance			100/10
Element	N/A	Tolerance	N/A		
Physical/Magical Atk					13.3/6.9
Physical/Magical Def					32.6/4.1
Physical/Magical Acc					29/16.4
Physical/Magical Evd					66/5.5
Earth	7.2	Water	7.2	Fire	7.2
Wood	7.2	Thunder	7.2	Darkness	7.2
Skills	N/A				
Data Drain Items					
Virus Core B, Shanato, Fire Lizard(Boots)					
Location	Θ Collapsed Momentary Spiral				



Phoenix Queen

Species: Bird

Level	30	Size	M	Data Drain Monster	Pippy
HP/SP/PP	1250/605/920	Mind/Body Resistance			10/61
Element	L	Tolerance	L		
Physical/Magical Atk					20.5/3.5
Physical/Magical Def					73/24.5
Physical/Magical Acc					47/46
Physical/Magical Evd					90/3.1
Earth	0	Water	12	Fire	12
Wood	15	Thunder	12	Darkness	12
Skills	RaJuk Rom				
Data Drain Items					
Virus Core B, Devil's Axe, Dark History(Rod)					
Location	Λ Dolorous Evil-eyed Widow				

Pumpkin King

Species: Ghost

Level	39	Size	M	Data Drain Monster	Odoro
HP/SP/PP	1610/785/1190	Mind/Body Resistance			24.4/47.8
Element	D	Tolerance	D		
Physical/Magical Atk					18.1/8.8
Physical/Magical Def					132/44
Physical/Magical Acc					44.9/48.8
Physical/Magical Evd					99/44
Earth	15.6	Water	15.6	Fire	15.6
Wood	15.6	Thunder	0	Darkness	19
Skills	BiAni Don				
Data Drain Items					
Virus Core E, Flaming Rod, Saint Cross					
Location	Λ Lightless Distant Dead Lands				

Red Scissors

Species: Crustacean

Level	29	Size	M	Data Drain Monster	Monkey Crab
HP/SP/PP	1210/585/890	Mind/Body Resistance			47.7/15.5
Element	W	Tolerance	N/A		
Physical/Magical Atk					19.9/3.4
Physical/Magical Def					58.5/29.5
Physical/Magical Acc					45.5/24.2
Physical/Magical Evd					8.8/3.0
Earth	11.6	Water	14.7	Fire	0
Wood	11.6	Thunder	11.6	Darkness	11.6
Skills	Suvi Lei				
Data Drain Items					
Virus Core B, Axe Bomber, Electric Guard					
Location	Λ Dolorous Evil-eyed Widow				

Red Wyrm

Species: Lizard

Level	10	Size	L	Data Drain Monster	Dragon Puppy
HP/SP/PP	850/105/620	Mind/Body Resistance			11/11
Element	F	Tolerance	N/A		
Physical/Magical Atk					8.5/3.0
Physical/Magical Def					19/12.5
Physical/Magical Acc					17/10
Physical/Magical Evd					3.1/3.1
Earth	1	Water	0	Fire	10.2
Wood	1	Thunder	1	Darkness	1
Skills	Vak Don				
Data Drain Items					
Virus Core C, Defense Sword, Firedrake Mail					
Location	Δ Closed Oblivious Twin Hills				

{}ED^L}

Species: Lizard

Level	60	Size	L	Data Drain Monster	Red Wyrm
HP/SP/PP	20780/605/3620	Mind/Body Resistance			100/100
Element	N/A	Tolerance	N/A		
Physical/Magical Atk					50.5/13
Physical/Magical Def					132/160
Physical/Magical Acc					92/80
Physical/Magical Evd					18.1/18.1
Earth	24	Water	24	Fire	24
Wood	24	Thunder	24	Darkness	24
Skills	Vak Kruz				
Data Drain Items					
Go-In-Circles, Dispeller, Water Beast					
Location	Σ Ancient Destroyer's Battlefield				

Rock Head

Species: Earth Elemental

Level	9	Size	M	Data Drain Monster	Moai
HP/SP/PP	410/185/290			Mind/Body Resistance	3.7/19
Element	E	Tolerance	N/A		
Physical/Magical Atk	7.9/1.4				
Physical/Magical Def	33/6.8				
Physical/Magical Acc	15.5/8.2				
Physical/Magical Evd	2.8/1.0				
Earth	4.7	Water	3.6	Fire	3.6
Wood	0.9	Thunder	3.6	Darkness	3.6
Skills	Ap Vorma				

Data Drain Items

Virus Core B, Thunder Axe, Mountain Guard

Location Δ Boundless Corrupted Fort Walls

Sand Hill

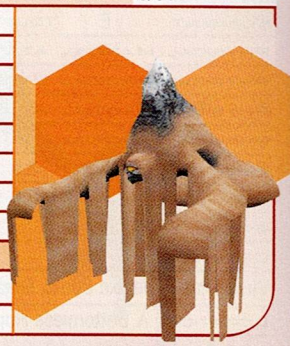
Species: Earth Elemental

Level	40	Size	L	Data Drain Monster	Moai
HP/SP/PP	3250/405/2420			Mind/Body Resistance	5/81
Element	E	Tolerance	E		
Physical/Magical Atk	26.5/4.5				
Physical/Magical Def	115/36.5				
Physical/Magical Acc	62/33				
Physical/Magical Evd	12.1/4.1				
Earth	20	Water	16	Fire	16
Wood	4	Thunder	16	Darkness	16
Skills	GiGan Zot, Rig Saem				

Data Drain Items

Virus Core F, Spiked Guard, Sinner's Axe

Location Λ Shapeless Haunted Holy Ground



San=Hi/

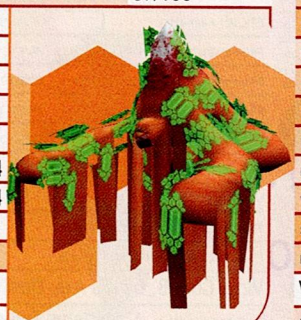
Species: Earth Elemental

Level	56	Size	L	Data Drain Monster	Sand Hill
HP/SP/PP	20728/565/3380			Mind/Body Resistance	57/100
Element	E	Tolerance	E		
Physical/Magical Atk	47.3/34.1				
Physical/Magical Def	147/50.9				
Physical/Magical Acc	86/45.8				
Physical/Magical Evd	16.9/5.7				
Earth	28	Water	22.4	Fire	22.4
Wood	5.6	Thunder	22.4	Darkness	22.4
Skills	OrGan Zot				

Data Drain Items

Virus Core I, Ice Leg Mail, Vortex Axe

Location Σ Unusual Ghostly Remnant



Sand Mountain

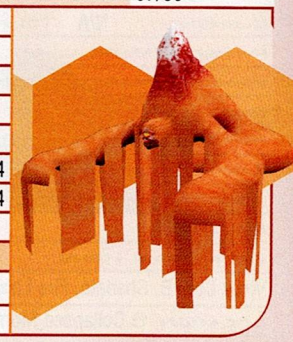
Species: Earth Elemental

Level	66	Size	L	Data Drain Monster	Moai
HP/SP/PP	5330/665/3980			Mind/Body Resistance	67/80
Element	E	Tolerance	PA		
Physical/Magical Atk	42.1/40.1				
Physical/Magical Def	167/53.8				
Physical/Magical Acc	101/53.8				
Physical/Magical Evd	19.9/6.7				
Earth	33.2	Water	26.4	Fire	26.4
Wood	6.6	Thunder	26.4	Darkness	26.4
Skills	OrGan Zot, Rig Saem				

Data Drain Items

Virus Core I, Lumberjack, Oaken Leg Mail

Location Σ Fleeting Fallow Chaos



Scarlet King

Species: Plant

Level	17	Size	M	Data Drain Monster	Twinkle Grass
HP/SP/PP	730/345/530			Mind/Body Resistance	6.1/18
Element	L	Tolerance	N/A		
Physical/Magical Atk	12.7/9.0				
Physical/Magical Def	30.9/20.9				
Physical/Magical Acc	20.7/14.6				
Physical/Magical Evd	5.2/1.8				
Earth	0	Water	6.8	Fire	6.8
Wood	10.4	Thunder	6.8	Darkness	6.8
Skills	Ap Corv				

Data Drain Items

Virus Core B, Fire Bracer, Firedrake Mail

Location Δ Chosen Corrupted Fiery Sands*

Scorpioid

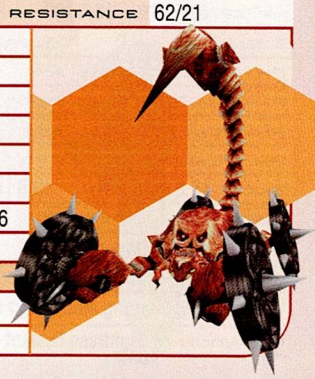
Species: Crustacean

Level	40	Size	L	Data Drain Monster	Monkey Crab
HP/SP/PP	3250/405/2420			Mind/Body Resistance	62/21
Element	W	Tolerance	N/A		
Physical/Magical Atk	26.5/4.5				
Physical/Magical Def	95/40.5				
Physical/Magical Acc	62/33				
Physical/Magical Evd	12.1/4.1				
Earth	16	Water	20	Fire	0
Wood	16	Thunder	16	Darkness	16
Skills	N/A				

Data Drain Items

Virus Core F, Spiked Guard, Able Gloves

Location Λ Nameless Seeker's Prairie



Scorpion Tank

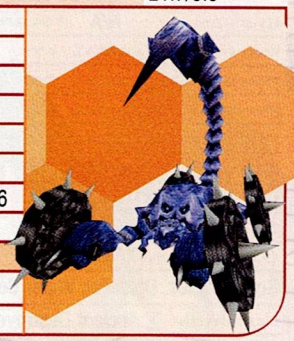
Species: Crustacean

Level	9	Size	L	Data Drain Monster	Monkey Crab
HP/SP/PP	770/275/560			Mind/Body Resistance	21.7/5.5
Element	W	Tolerance	N/A		
Physical/Magical Atk	7.9/1.4				
Physical/Magical Def	33/9.5				
Physical/Magical Acc	15.5/8.2				
Physical/Magical Evd	2.8/1.0				
Earth	3.6	Water	4.7	Fire	0
Wood	3.6	Thunder	3.6	Darkness	3.6
Skills					

Data Drain Items

Virus Core C, Mountain Guard, Mountain Helm

Location Δ Closed Oblivious Twin Hills



Shield Devil

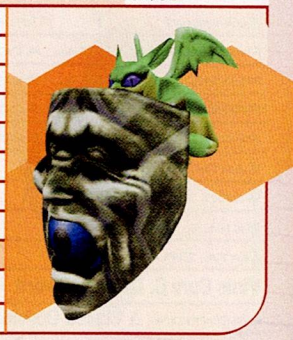
Species: Demon

Level	31	Size	S	Data Drain Monster	Bat
HP/SP/PP	350/315/206			Mind/Body Resistance	32/32
Element	D	Tolerance	D		
Physical/Magical Atk	21.1/7.2				
Physical/Magical Def	54.7/52.2				
Physical/Magical Acc	42.3/26.8				
Physical/Magical Evd	9.4/19.3				
Earth	3.1	Water	3.1	Fire	3.1
Wood	3.1	Thunder	0	Darkness	19
Skills	Dek Torv				

Data Drain Items

Virus Core D, Shirogane, Bat Earrings

Location Λ Dolorous Fantasy Aqua Field*



Shield Man

Species: Demon

Level	9	Size	S	Data Drain Monster	Bat
HP/SP/PP	130/95/74			Mind/Body Resistance	10/10
Element	D	Tolerance	N/A		
Physical/Magical Atk	7.9/2.8				
Physical/Magical Def	17.3/25.8				
Physical/Magical Acc	11/9.2				
Physical/Magical Evd	2.8/32.7				
Earth	0.9	Water	0.9	Fire	0.9
Wood	0.9	Thunder	0	Darkness	3.6
Skills	Dek Torv				
Data Drain Items					
Virus Core A, Fuse Blades, Cougar Bandana					
Location	Δ Boundless Corrupted Fort Walls				

Shining Eyes

Species: Ghost

Level	15	Size	M	Data Drain Monster	Odoro
HP/SP/PP	650/305/470			Mind/Body Resistance	10/19
Element	D	Tolerance	N/A		
Physical/Magical Atk	11.5/4.0				
Physical/Magical Def	37.5/20				
Physical/Magical Acc	18.5/20				
Physical/Magical Evd	99/12.5				
Earth	6	Water	6	Fire	6
Wood	6	Thunder	0	Darkness	7.7
Skills	Ani Don				
Data Drain Items					
Virus Core B, Diabolic Wand, Winter Coat					
Location	Δ Putrid Hot-blooded Scaffold				

Skate Rat Ark

Species: Demon

Level	35	Size	M	Data Drain Monster	Bat
HP/SP/PP	1450/355/1070			Mind/Body Resistance	100/8
Element	F	Tolerance	F		
Physical/Magical Atk	23.5/18.5				
Physical/Magical Def	81.5/57				
Physical/Magical Acc	47.5/54.5				
Physical/Magical Evd	10.6/20.5				
Earth	14	Water	3.5	Fire	21
Wood	14	Thunder	14	Darkness	14
Skills	Suvi Lei, Rip Maen				
Data Drain Items					
Virus Core E, Yosetu & Fuyou, Gold Necklace					
Location	Δ Resurrecting Confused Judgment				

Sk^ll De}ilG$n

Species: Undead

Level	68	Size	L	Data Drain Monster	Skull Devilgon
HP/SP/PP	20884/685/4100			Mind/Body Resistance	100/100
Element	D	Tolerance	N/A		
Physical/Magical Atk	56.9/36.5				
Physical/Magical Def	137.6/82.6				
Physical/Magical Acc	76.8/104				
Physical/Magical Evd	20.5/20.5				
Earth	60	Water	60	Fire	60
Wood	60	Thunder	60	Darkness	60
Skills	N/A				
Data Drain Items					
Shy Staff, Aquaspear, Oaken Leg Mail					
Location	Σ Tested Morphean Alchemy				

Skull Hero

Species: Undead

Level	53	Size	S	Data Drain Monster	Death Head
HP/SP/PP	580/535/338			Mind/Body Resistance	16.9/100
Element	D	Tolerance	MA		
Physical/Magical Atk	34.3/29				
Physical/Magical Def	112.1/27.5				
Physical/Magical Acc	86.8/44.4				
Physical/Magical Evd	16/16				
Earth	42.4	Water	42.4	Fire	42.4
Wood	42.4	Thunder	0	Darkness	53.2
Skills	Rip Maen				
Data Drain Items					
Virus Core G, Blazing Spear, Stone Greaves					
Location	Σ Cracked Worst Milestone				

Sky Fish

Species: Fish

Level	4	Size	S	Data Drain Monster	Minnow
HP/SP/PP	90/45/44			Mind/Body Resistance	2.2/5.0
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	4.9/0.9				
Physical/Magical Def	8.8/5.3				
Physical/Magical Acc	6.4/4.2				
Physical/Magical Evd	1.3/0.5				
Earth	1.6	Water	2.2	Fire	0
Wood	1.6	Thunder	1.6	Darkness	1.6
Skills	N/A				
Data Drain Items					
Virus Core A, Mizuchi, Nomad's Hood					
Location	Δ Indiscreet Gluttonous Pilgrimage				

Sled Dog

Species: Hound

Level	15	Size	M	Data Drain Monster	Little Doggie
HP/SP/PP	650/305/470			Mind/Body Resistance	5.5/40
Element	F	Tolerance	N/A		
Physical/Magical Atk	11.5/8.0				
Physical/Magical Def	27.5/18.5				
Physical/Magical Acc	18.5/5.5				
Physical/Magical Evd	4.6/1.6				
Earth	6	Water	0	Fire	7.7
Wood	6	Thunder	6	Darkness	6
Skills	Vak Don				
Data Drain Items					
Virus Core B, Spear of Spell, Ice Hunter Cap					
Location	Δ Putrid Hot-blooded Scaffold				

Sled Dog King

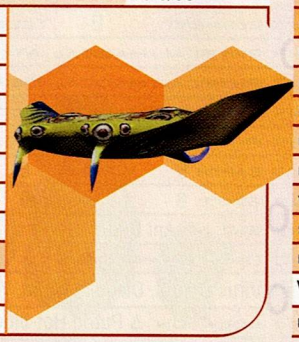
Species: Hound

Level	55	Size	M	Data Drain Monster	Little Doggie
HP/SP/PP	2250/555/1670			Mind/Body Resistance	17.5/100
Element	F	Tolerance	F		
Physical/Magical Atk	35.5/22.5				
Physical/Magical Def	105.5/66.5				
Physical/Magical Acc	62.5/72.5				
Physical/Magical Evd	16.6/5.6				
Earth	22	Water	0	Fire	55
Wood	22	Thunder	22	Darkness	22
Skills	RaVak Don, BiVak Rom				
Data Drain Items					
Virus Core H, Treebeam Spear, Eagle Hood					
Location	Σ Dolorous Promised Clavicle				

Smiley Ray

Species: Fish

Level	32	Size	L	Data Drain Monster	Minnow
HP/SP/PP	2610/325/1940			Mind/Body Resistance	10.6/33
Element	W	Tolerance	W		
Physical/Magical Atk	21.7/19.7				
Physical/Magical Def	56.4/38.9				
Physical/Magical Acc	37.2/39.4				
Physical/Magical Evd	9.7/3.3				
Earth	12.8	Water	16	Fire	0
Wood	12.8	Thunder	12.8	Darkness	12.8
Skills	MeRue Rom, MeRue Zot				
Data Drain Items					
Virus Core F, Patriot, Darkness Hood					
Location	Λ Collapsed Pagan Remains				



Snakoid

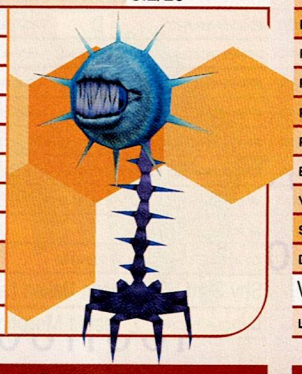
Species: Lizard

Level	7	Size	S	Data Drain Monster	Dragon Puppy
HP/SP/PP	120/75/62			Mind/Body Resistance	8.0/8.0
Element	F	Tolerance	N/A		
Physical/Magical Atk	6.7/2.4				
Physical/Magical Def	13.9/8.9				
Physical/Magical Acc	12.5/7.6				
Physical/Magical Evd	2.2/2.2				
Earth	0.7	Water	0	Fire	7.2
Wood	0.7	Thunder	0.7	Darkness	0.7
Skills	N/A				
Data Drain Items					
Virus Core A, Stun Sword, Wyrm Hide					
Location	Δ Boundless Corrupted Fort Walls				

Snappy Grass

Species: Plant

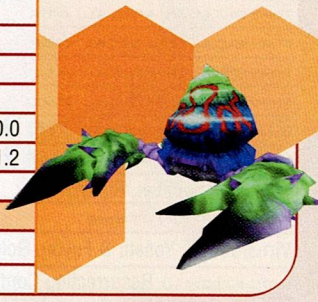
Level	24	Size	S	Data Drain Monster	Twinkle Grass
HP/SP/PP	290/245/164			Mind/Body Resistance	8.2/25
Element	L	Tolerance	N/A		
Physical/Magical Atk	16.9/12.5				
Physical/Magical Def	42.8/29.3				
Physical/Magical Acc	28.4/20.2				
Physical/Magical Evd	7.3/2.5				
Earth	0.0	Water	2.4	Fire	2.4
Wood	14.6	Thunder	2.4	Darkness	2.4
Skills	Mumyn Lei				
Data Drain Items					
Virus Core A, Air Bracer, Holy Tree Mail					
Location	Θ Great Distant Fertile Land				



Snip Snap

Species: Crustacean

Level	3	Size	M	Data Drain Monster	Monkey Crab
HP/SP/PP	170/65/110			Mind/Body Resistance	14/2.5
Element	W	Tolerance	N/A		
Physical/Magical Atk	4.3/0.8				
Physical/Magical Def	21/3.5				
Physical/Magical Acc	6.5/3.4				
Physical/Magical Evd	1.0/0.4				
Earth	1.2	Water	1.7	Fire	0.0
Wood	1.2	Thunder	1.2	Darkness	1.2
Skills	N/A				
Data Drain Items					
Virus Core B, Head Gear, Used Greaves					
Location	Δ Bursting Primitive Aqua Field*				



Spark Maiden

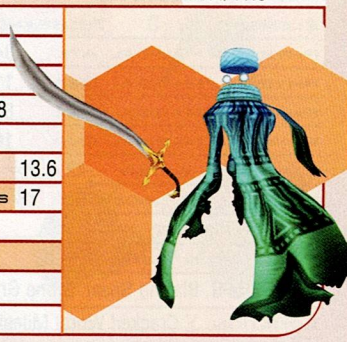
Species: Magic-User (F)

Level	58	Size	S	Data Drain Monster	Flamer
HP/SP/PP	1200/295/358			Mind/Body Resistance	53.2/6.8
Element	T	Tolerance	T		
Physical/Magical Atk	6.3/24.2				
Physical/Magical Def	97/102				
Physical/Magical Acc	18.4/106.4				
Physical/Magical Evd	29.1/32.4				
Earth	23.2	Water	23.2	Fire	23.2
Wood	23.2	Thunder	29	Darkness	0
Skills	GiRai Rom, Mumyn Lei				
Data Drain Items					
Virus Core G, Apocalypse Rod, Flowing Robes					
Location	Σ Dying Grieving Battlefield				

Specter

Species: Ghost

Level	34	Size	M	Data Drain Monster	Odoro
HP/SP/PP	1410/685/1040			Mind/Body Resistance	21.4/41.8
Element	D	Tolerance	D		
Physical/Magical Atk	22.9/7.8				
Physical/Magical Def	117/39				
Physical/Magical Acc	39.4/42.8				
Physical/Magical Evd	99/22				
Earth	13.6	Water	13.6	Fire	13.6
Wood	13.6	Thunder	0	Darkness	17
Skills	Ani Don				
Data Drain Items					
Virus Core E, Silver Rod, Demon Cloak					
Location	Λ Collapsed Pagan Remains				



Spin Figure

Species: Golem

Level	62	Size	L	Data Drain Monster	Kakasinger
HP/SP/PP	5010/625/3740			Mind/Body Resistance	19.6/100
Element	T	Tolerance	T		
Physical/Magical Atk	58.3/31.5				
Physical/Magical Def	149/56.3				
Physical/Magical Acc	70.2/94				
Physical/Magical Evd	18.7/6.3				
Earth	24.8	Water	24.8	Fire	24.8
Wood	24.8	Thunder	37	Darkness	6.2
Skills	Ap Corv				
Data Drain Items					
Virus Core I, Fairy Axe, Fire Beast					
Location	Σ Generous Bemused Virgin				

Sphinx Menhir

Species: Idol

Level	46	Size	M	Data Drain Monster	Wiggle Snake
HP/SP/PP	1890/925/1400			Mind/Body Resistance	100/100
Element	T	Tolerance	T		
Physical/Magical Atk	30.1/5.6				
Physical/Magical Def	100.2/60.2				
Physical/Magical Acc	52.6/38.8				
Physical/Magical Evd	13.9/122				
Earth	18.4	Water	18.4	Fire	18.4
Wood	18.4	Thunder	23	Darkness	0
Skills	Rip Maen, GiRai Don				
Data Drain Items					
Virus Core E, New Scythe, Cursed Hands					
Location	Λ Scattering Fossil's Milestone				

Squidbod

Species: Warrior (M)

Level	49	Size	M	Data Drain Monster	Razine
HP/SP/PP	2010/495/1490			Mind/Body Resistance	5.9/35.3
Element	W	Tolerance	PA		
Physical/Magical Atk	31.9/5.4				
Physical/Magical Def	16.7/68.8				
Physical/Magical Acc	75.5/75.5				
Physical/Magical Evd	14.8/5				
Earth	19.6	Water	19.6	Fire	19.6
Wood	19.6	Thunder	25	Darkness	0
Skills	N/A				
Data Drain Items					
Virus Core E, Bloody Twin, Fishskin					
Location	Λ Pulsating Worst Core				

Squilla Demon

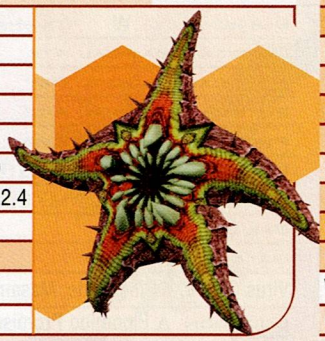
Species: Crustacean

Level	16	Size	M	Data Drain Monster	Monkey Crab
HP/SP/PP	690/325/500			Mind/Body Resistance	30.8/9
Element	W	Tolerance	N/A		
Physical/Magical Atk	12.1/2.1				
Physical/Magical Def	47/16.5				
Physical/Magical Acc	26/13.8				
Physical/Magical Evd	4.9/1.7				
Earth	6.4	Water	8.2	Fire	0
Wood	6.4	Thunder	6.4	Darkness	6.4
Skills	Ap Corv				
Data Drain Items					
Virus Core B, Ice Helm, Aqua Guard					
Location	Δ Putrid Hot-blooded Scaffold				

Star Eater

Species: Fish

Level	56	Size	L	Data Drain Monster	Minnow
HP/SP/PP	4530/565/3380			Mind/Body Resistance	17.8/57
Element	W	Tolerance	W		
Physical/Magical Atk	36.1/34.1				
Physical/Magical Def	97.2/67.7				
Physical/Magical Acc	63.6/45.8				
Physical/Magical Evd	16.9/5.7				
Earth	22.4	Water	28	Fire	0
Wood	22.4	Thunder	22.4	Darkness	22.4
Skills	MeRue Zot, Suvi Lei				
Data Drain Items					
Virus Core I, Ice Tiger Hood, Tenkafuubu					
Location	Σ Soaring Sky Madness Compass				



Star Fish

Species: Fish

Level	36	Size	S	Data Drain Monster	Minnow
HP/SP/PP	410/365/236			Mind/Body Resistance	11.8/37
Element	W	Tolerance	W		
Physical/Magical Atk	24.1/4.1				
Physical/Magical Def	83.2/54.5				
Physical/Magical Acc	41.6/29.8				
Physical/Magical Evd	10.9/3.7				
Earth	14.4	Water	18	Fire	0
Wood	14.4	Thunder	14.4	Darkness	14.4
Skills	Duk Lei, Suvi Lei				
Data Drain Items					
Virus Core D, Heaven & Earth, Golden Turban					
Location	Λ Shapeless Haunted Holy Ground				

Star Viking

Species: Alien

Level	69	Size	L	Data Drain Monster	Astro Prince
HP/SP/PP	5570/2075/4160			Mind/Body Resistance	35.5/83.8
Element	T	Tolerance	T		
Physical/Magical Atk	50.8/42.4				
Physical/Magical Def	132.4/118.5				
Physical/Magical Acc	77.9/105.5				
Physical/Magical Evd	20.8/168				
Earth	27.6	Water	27.6	Fire	27.6
Wood	27.6	Thunder	34	Darkness	6.9
Skills	MeRai Rom, Mumyn Lei				
Data Drain Items					
Virus Core I, Stream Sword, Five Stars					
Location	Λ Stalking Betrayed Nothingness				

Stare

Species: Demon

Level	68	Size	L	Data Drain Monster	Bat
HP/SP/PP	5490/685/4100			Mind/Body Resistance	78/78
Element	F	Tolerance	MA		
Physical/Magical Atk	43.3/55.4				
Physical/Magical Def	158/69.4				
Physical/Magical Acc	90.4/104				
Physical/Magical Evd	20.5/30.4				
Earth	27.2	Water	6.8	Fire	41
Wood	27.2	Thunder	27.2	Darkness	27.2
Skills	RaVak Don, Miu Lei				
Data Drain Items					
Location	Σ Tested Morphean Alchemy				

Starving Ogre

Species: Goblin

Level	42	Size	M	Data Drain Monster	Gremlin
HP/SP/PP	1730/425/1280			Mind/Body Resistance	13.6/100
Element	E	Tolerance	MA		
Physical/Magical Atk	27.7/4.7				
Physical/Magical Def	93.4/50.9				
Physical/Magical Acc	65/34.6				
Physical/Magical Evd	12.7/4.3				
Earth	21.2	Water	16.8	Fire	16.8
Wood	4.2	Thunder	16.8	Darkness	16.8
Skills	N/A				
Data Drain Items					
Virus Core E, Able Gloves, Mikazuchi					
Location	Λ Dazzling Sage's Arctic				

Statue Menhir

Species: Idol

Level	38	Size	M	Data Drain Monster	Wiggle Snake
HP/SP/PP	1570/765/1160			Mind/Body Resistance	100/100
Element	T	Tolerance	T		
Physical/Magical Atk	25.3/4.8				
Physical/Magical Def	76.6/46.1				
Physical/Magical Acc	43.8/32.4				
Physical/Magical Evd	11.5/106				
Earth	15.2	Water	15.2	Fire	15.2
Wood	15.2	Thunder	19	Darkness	0
Skills	Rip Maen, MeRai Don				
Data Drain Items					
Virus Core E, Vitality Axe, Hands of Ronin					
Location	Λ Bottomless Hopeless Footstep				

Stone Tuttle

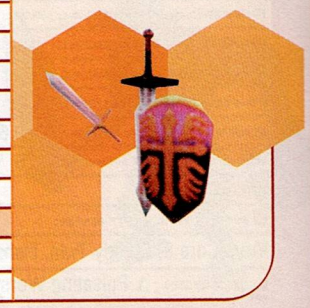
Species: Earth Elemental

Level	13	Size	L	Data Drain Monster	Moai
HP/SP/PP	1090/1090/800	Mind/Body Resistance	4.9/27		
Element	E	Tolerance	N/A		
Physical/Magical Atk	10.3/1.8				
Physical/Magical Def	41/9.6				
Physical/Magical Acc	12.5/11.4				
Physical/Magical Evd	4.0/1.4				
Earth	6.7	Water	5.2	Fire	5.2
Wood	1.3	Thunder	5.2	Darkness	5.2
Skills	Rig Saem				
Data Drain Items					
Virus Core C, Razor Axe, Aqua Guard					
Location	Δ Resurrecting Haunted Tri-Pansy				

Sword of Chaos

Species: Knife

Level	6	Size	S	Data Drain Monster	Limp Knife
HP/SP/PP	110/65/56	Mind/Body Resistance	100/4.0		
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	6.1/1.1				
Physical/Magical Def	12.2/7.7				
Physical/Magical Acc	11/5.8				
Physical/Magical Evd	1.9/0.7				
Earth	2.4	Water	2.4	Fire	2.4
Wood	2.4	Thunder	2.4	Darkness	2.4
Skills	Ap Corv				
Data Drain Items					
Virus Core A, Fire Spear, Gakaku					
Location	Δ Discovered Primitive Touchstone				



Swordmanoid

Species: Warrior (M)

Level	2	Size	S	Data Drain Monster	Razine
HP/SP/PP	60/25/32	Mind/Body Resistance	1.2/2.4		
Element	T	Tolerance	N/A		
Physical/Magical Atk	3.7/0.7				
Physical/Magical Def	5.4/2.9				
Physical/Magical Acc	5.0/5.0				
Physical/Magical Evd	0.7/0.3				
Earth	0.8	Water	0.8	Fire	0.8
Wood	0.8	Thunder	1.5	Darkness	0.0
Skills	N/A				
Data Drain Items					
Virus Core A, Phantom Blades, Head Gear					
Location	Δ Expansive Haunted Sea of Sand				

Temple Knight

Species: Warrior (F)

Level	44	Size	M	Data Drain Monster	Porolin
HP/SP/PP	1810/445/1340	Mind/Body Resistance	5.4/31.8		
Element	W	Tolerance	MA		
Physical/Magical Atk	28.9/4.9				
Physical/Magical Def	106.8/53.3				
Physical/Magical Acc	68/36.2				
Physical/Magical Evd	13.3/4.5				
Earth	0	Water	17.6	Fire	17.6
Wood	22	Thunder	17.6	Darkness	17.6
Skills	N/A				
Data Drain Items					
Virus Core E, 6 Side Blade, Masamune Armor					
Location	Λ Blooming Promised Walkway				

Tetra Armor

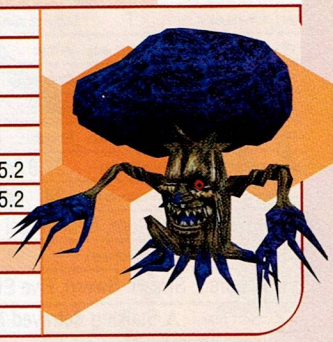
Species: Warrior (M)

Level	30	Size	M	Data Drain Monster	Razine
HP/SP/PP	1250/605/920	Mind/Body Resistance	4/22		
Element	T	Tolerance	T		
Physical/Magical Atk	20.5/3.5				
Physical/Magical Def	63/36.5				
Physical/Magical Acc	47/47				
Physical/Magical Evd	9.1/3.1				
Earth	12	Water	12	Fire	12
Wood	12	Thunder	15	Darkness	0
Skills	N/A				
Data Drain Items					
Virus Core B, Dante's Blades, Scarlet Autumn					
Location	Λ Dolorous Evil-eyed Widow				

Thousand Trees

Species: Plant

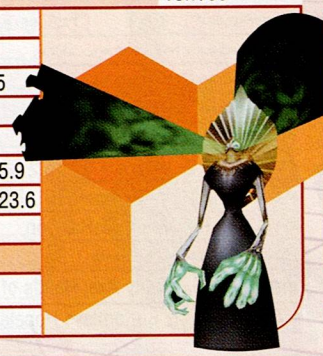
Level	13	Size	L	Data Drain Monster	Twinkle Grass
HP/SP/PP	1090/395/800	Mind/Body Resistance	4.9/14		
Element	L	Tolerance	N/A		
Physical/Magical Atk	10.3/7.0				
Physical/Magical Def	24.1/16.1				
Physical/Magical Acc	16.3/11.4				
Physical/Magical Evd	4.0/1.4				
Earth	0	Water	5.2	Fire	5.2
Wood	8	Thunder	5.2	Darkness	5.2
Skills	Juk Rom				
Data Drain Items					
Virus Core C, Frost Bracer, Wyrm Scale					
Location	Θ Quiet Eternal White Devil				



Time Visitor

Species: Alien

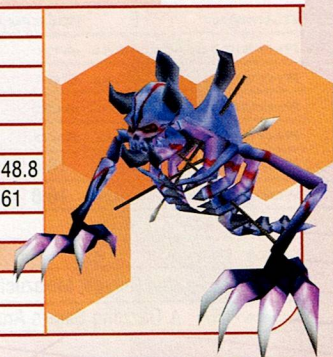
Level	59	Size	M	Data Drain Monster	Astro Prince
HP/SP/PP	2410/1185/1790	Mind/Body Resistance	18.7/60		
Element	W	Tolerance	W		
Physical/Magical Atk	43.8/30.5				
Physical/Magical Def	116.4/103.5				
Physical/Magical Acc	66.9/90.5				
Physical/Magical Evd	17.8/89				
Earth	23.6	Water	29	Fire	5.9
Wood	23.6	Thunder	23.6	Darkness	23.6
Skills	OrRue Rom				
Data Drain Items					
Virus Core H, Professional, Frost Hauberk					
Location	Σ Dying Grieving Battlefield				



Undead Voodoo

Species: Undead

Level	61	Size	M	Data Drain Monster	Death Head
HP/SP/PP	2490/920/1850	Mind/Body Resistance	19.3/100		
Element	D	Tolerance	D		
Physical/Magical Atk	39.1/33				
Physical/Magical Def	125.7/74.2				
Physical/Magical Acc	111.8/50.8				
Physical/Magical Evd	18.4/18.4				
Earth	48.8	Water	48.8	Fire	48.8
Wood	48.8	Thunder	0	Darkness	61
Skills	Suvi Lei				
Data Drain Items					
Virus Core H, Lava Greaves, Erling's Spear					
Location	Σ Noisy Sacred Ringing Ears				



Valkyrie

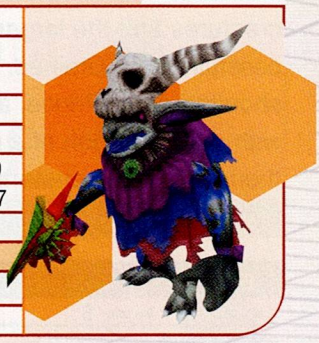
Species: Warrior (F)

Level	36	Size	S	Data Drain Monster	Porolin
HP/SP/PP	400/365/236			Mind/Body Resistance	4.6/26.2
Element	L	Tolerance	L		
Physical/Magical Atk	24.1/4.1				
Physical/Magical Def	83.2/43.7				
Physical/Magical Acc	12.5/11.4				
Physical/Magical Evd	84/3.7				
Earth	0	Water	14.4	Fire	14.4
Wood	18	Thunder	14.4	Darkness	14.4
Skills	La Repth				
Data Drain Items					
Virus Core D, Kris Armor, Lake & Sea					
Location	Λ Merciless Grieving Furnace				

Voodoo Goblin

Species: Goblin

Level	37	Size	S	Data Drain Monster	Gremlin
HP/SP/PP	410/375/232			Mind/Body Resistance	12.1/38
Element	F	Tolerance	F		
Physical/Magical Atk	4.2/7.9				
Physical/Magical Def	12.1/70.5				
Physical/Magical Acc	42.7/30.6				
Physical/Magical Evd	11.2/11.2				
Earth	3.7	Water	0	Fire	19
Wood	3.7	Thunder	3.7	Darkness	3.7
Skills	OrVak Rom, Ol Repth				
Data Drain Items					
Virus Core D, Bouncer Gloves, Slayers					
Location	Λ Merciless Grieving Furnace				



Watcher

Species: Demon

Level	57	Size	L	Data Drain Monster	Bat
HP/SP/PP	4610/575/3440			Mind/Body Resistance	67/67
Element	F	Tolerance	MA		
Physical/Magical Atk	36.7/46.6				
Physical/Magical Def	118.9/60.6				
Physical/Magical Acc	76.1/87.5				
Physical/Magical Evd	17.2/27.1				
Earth	22.8	Water	5.7	Fire	34.4
Wood	22.8	Thunder	22.8	Darkness	22.8
Skills	GiVak Don, Miu Lei				
Data Drain Items					
Virus Core I, Ankokushiki, Fox Crest					
Location	Σ Dying Windmill's Neigh				

Water Witch

Species: Magic-User (F)

Level	14	Size	S	Data Drain Monster	Flamer
HP/SP/PP	180/145/52			Mind/Body Resistance	5.2/15
Element	W	Tolerance	N/A		
Physical/Magical Atk	1.9/6.6				
Physical/Magical Def	5.2/36				
Physical/Magical Acc	5.2/13.2				
Physical/Magical Evd	4.3/58				
Earth	1.4	Water	7.2	Fire	0
Wood	1.4	Thunder	1.4	Darkness	1.4
Skills	Rue Kruz, Rue Zot				
Data Drain Items					
Basho Wand, Winter Coat					
Location	Δ Plenteous Smiling Hypha				

Wood Harpy

Species: Bird

Level	19	Size	S	Data Drain Monster	Pippy
HP/SP/PP	230/195/134			Mind/Body Resistance	6.7/10.5
Element	L	Tolerance	N/A		
Physical/Magical Atk	13.9/2.4				
Physical/Magical Def	34.3/10				
Physical/Magical Acc	30.5/29.5				
Physical/Magical Evd	68/2.0				
Earth	0	Water	7.6	Fire	7.6
Wood	9.7	Thunder	7.6	Darkness	7.6
Skills	N/A				
Data Drain Items					
Virus Core A, Water God Axe, Smith's Gloves					
Location	Θ Cursed Despaired Paradise				

Wood Stock

Species: Plant

Level	27	Size	L	Data Drain Monster	Twinkle Grass
HP/SP/PP	2210/815/1640			Mind/Body Resistance	9.1/28
Element	L	Tolerance	N/A		
Physical/Magical Atk	18.7/14				
Physical/Magical Def	47.9/32.9				
Physical/Magical Acc	31.7/22.6				
Physical/Magical Evd	8.2/2.8				
Earth	0	Water	10.8	Fire	10.8
Wood	16.4	Thunder	10.8	Darkness	10.8
Skills	RaJuk Rom				
Data Drain Items					
Virus Core C, Storm Bracer, Jester's Wand					
Location	Θ Dolorous Eternal Kaleidoscope*				

Drained Monsters

This section provides all the necessary information on the creatures that the larger monsters become after being successfully Data Drained. With the exception of the laser-shooting Astro Prince, all of these creatures can be killed with a single slash of a blade, provided you can catch them. Drained monsters cannot be Data Drained, nor do they yield items or Treasures upon being killed.

Astro Prince

Species: Alien

Level	0	Size	S		
HP/SP	1000/5			Mind/Body Resistance	1/1
Physical/Magical Atk	30/1.0				
Physical/Magical Def	120/60				
Physical/Magical Acc	100/2.0				
Physical/Magical Evd	20/30				
Earth	5.0	Water	5.0	Fire	5.0
Wood	5.0	Thunder	5.0	Darkness	5.0

Bat

Species: Demon

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	2.5/1.0				
Physical/Magical Def	2.0/15				
Physical/Magical Acc	2.0/2.0				
Physical/Magical Evd	10/30				
Earth	0.0	Water	0.0	Fire	0.0
Wood	0.0	Thunder	0.0	Darkness	0.2

Charmer

Species: Snake

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	2.5/1.0				
Physical/Magical Def	2.0/15				
Physical/Magical Acc	2.0/2.0				
Physical/Magical Evd	10/30				
Earth	0.2	Water	0.0	Fire	0.0
Wood	0.0	Thunder	0.0	Darkness	0.0

Death Head

Species: Undead

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	2.5/2.5				
Physical/Magical Def	2.0/1.0				
Physical/Magical Acc	2.0/2.0				
Physical/Magical Evd	10/0.1				
Earth	0.0	Water	0.0	Fire	0.0
Wood	0.0	Thunder	0.0	Darkness	0.2

Dragon Puppy

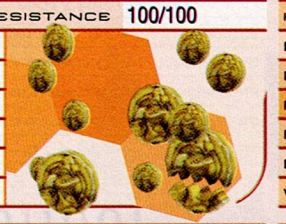
Species: Lizard

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	2.5/1.0				
Physical/Magical Def	2.0/0.5				
Physical/Magical Acc	2.0/2.0				
Physical/Magical Evd	10/0.1				
Earth	0.0	Water	0.0	Fire	0.2
Wood	0.0	Thunder	0.0	Darkness	0.0

Fake Money

Species: Mimic

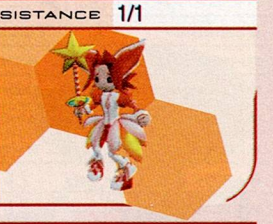
Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	100/100
Physical/Magical Atk	2.5/0.5				
Physical/Magical Def	15/1.0				
Physical/Magical Acc	2.0/1.0				
Physical/Magical Evd	10/30				
Earth	0.0	Water	0.0	Fire	0.0
Wood	0.0	Thunder	0.0	Darkness	0.0



Flamer

Species: Magic-User (F)

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	0.5/1.0				
Physical/Magical Def	1.0/15				
Physical/Magical Acc	1.0/2.0				
Physical/Magical Evd	10/30				
Earth	0.0	Water	0.0	Fire	0.0
Wood	0.0	Thunder	0.0	Darkness	0.0



Gremlin

Species: Goblin

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	2.5/0.5				
Physical/Magical Def	2.0/0.5				
Physical/Magical Acc	2.0/1.0				
Physical/Magical Evd	10/0.1				
Earth	0.2	Water	0.0	Fire	0.0
Wood	0.0	Thunder	0.0	Darkness	0.0

Kakasinger

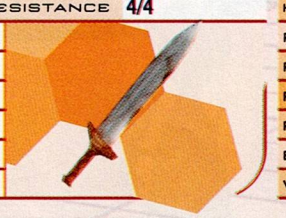
Species: Golem

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	100/100
Physical/Magical Atk	2.5/0.5				
Physical/Magical Def	15/0.5				
Physical/Magical Acc	2.0/1.0				
Physical/Magical Evd	10/0.1				
Earth	0.2	Water	0.0	Fire	0.0
Wood	0.0	Thunder	0.0	Darkness	0.0

Limp Knife

Species: Knife

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	4/4
Physical/Magical Atk	2.5/0.5				
Physical/Magical Def	2.0/0.5				
Physical/Magical Acc	2.0/1.0				
Physical/Magical Evd	10/0.1				
Earth	0.0	Water	0.0	Fire	0.0
Wood	0.0	Thunder	0.0	Darkness	0.0



Little Doggie

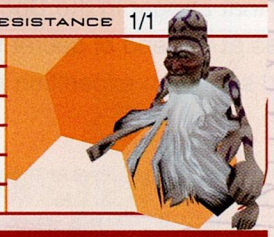
Species: Hound

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	2.5/0.5				
Physical/Magical Def	2.0/0.5				
Physical/Magical Acc	2.0/1.0				
Physical/Magical Evd	10/0.1				
Earth	0.0	Water	0.0	Fire	0.2
Wood	0.0	Thunder	0.0	Darkness	0.0

Long Lived

Species: Magic-User (M)

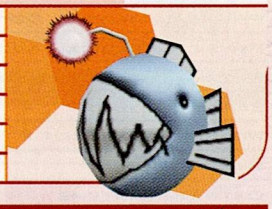
Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	0.5/1.0				
Physical/Magical Def	1.0/15				
Physical/Magical Acc	1.0/2.0				
Physical/Magical Evd	10/30				
Earth	0.0	Water	0.0	Fire	0.0
Wood	0.0	Thunder	0.0	Darkness	0.0



Minnow

Species: Fish

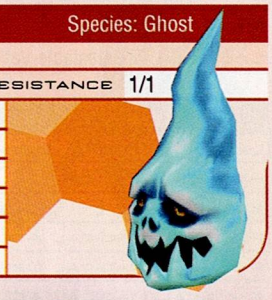
Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	2.5/0.5				
Physical/Magical Def	2.0/0.5				
Physical/Magical Acc	2.0/1.0				
Physical/Magical Evd	10/0.1				
Earth	0.0	Water	0.2	Fire	0.0
Wood	0.0	Thunder	0.0	Darkness	0.0



Odoro

Species: Ghost

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	2.5/1.0				
Physical/Magical Def	15/5.0				
Physical/Magical Acc	2.0/2.0				
Physical/Magical Evd	10/20				
Earth	0.0	Water	0.0	Fire	0.0
Wood	0.0	Thunder	0.0	Darkness	0.0



Porolin

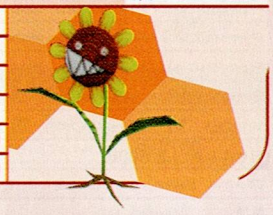
Species: Warrior (F)

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	2.5/0.5				
Physical/Magical Def	2.0/0.5				
Physical/Magical Acc	2.0/1.0				
Physical/Magical Evd	10/0.1				
Earth	0.0	Water	0.0	Fire	0.0
Wood	0.2	Thunder	0.0	Darkness	0.0

Twinkle Grass

Species: Plant

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	2.5/0.5				
Physical/Magical Def	2.0/0.5				
Physical/Magical Acc	2.0/1.0				
Physical/Magical Evd	10/0.1				
Earth	0.0	Water	0.0	Fire	0.0
Wood	0.2	Thunder	0.0	Darkness	0.0



Wiggly

Species: Insect

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	2.5/1.5				
Physical/Magical Def	2.0/0.5				
Physical/Magical Acc	2.0/2.0				
Physical/Magical Evd	10/0.1				
Earth	0.0	Water	0.0	Fire	0.0
Wood	0.0	Thunder	0.0	Darkness	0.0

Moai

Species: Earth Elemental

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	2.5/0.5				
Physical/Magical Def	15/0.5				
Physical/Magical Acc	2.0/1.0				
Physical/Magical Evd	10/0.1				
Earth	0.2	Water	0.0	Fire	0.0
Wood	0.0	Thunder	0.0	Darkness	0.0

Monkey Crab

Species: Crustacean

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	2.5/0.5				
Physical/Magical Def	15/0.5				
Physical/Magical Acc	2.0/1.0				
Physical/Magical Evd	10/0.1				
Earth	0.0	Water	0.0	Fire	0.0
Wood	0.0	Thunder	0.0	Darkness	0.0

Pippy

Species: Bird

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	2.5/0.5				
Physical/Magical Def	2.0/0.5				
Physical/Magical Acc	2.0/1.0				
Physical/Magical Evd	10/0.1				
Earth	0.0	Water	0.0	Fire	0.0
Wood	0.2	Thunder	0.0	Darkness	0.0

Razine

Species: Warrior (M)

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	1/1
Physical/Magical Atk	2.5/0.5				
Physical/Magical Def	2.0/0.5				
Physical/Magical Acc	2.0/1.0				
Physical/Magical Evd	10/0.1				
Earth	0.0	Water	0.0	Fire	0.0
Wood	0.0	Thunder	0.5	Darkness	0.0

Wiggle Snake

Species: Idol

Level	0	Size	S		
HP/SP	50/5			Mind/Body Resistance	100/100
Physical/Magical Atk	2.5/1.0				
Physical/Magical Def	2.0/0.5				
Physical/Magical Acc	2.0/2.0				
Physical/Magical Evd	10/30				
Earth	0.0	Water	0.0	Fire	0.0
Wood	0.0	Thunder	0.2	Darkness	0.0

Event Characters

The sections that follow focuses on the monsters and bosses that appear in the Bonus and Optional Events. These include the Goblins in the Let's Play Tag series and the Bosses at the end of secret bonus dungeons. If you haven't met up with one of the monsters located here, perhaps you should set up an expedition to their lair.

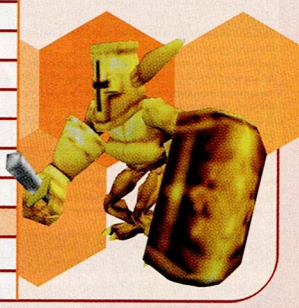
The Goblins

Albert — Species: Goblin

Level	25	Size	S	Data Drain Monster	N/A
HP/SP/PP	750/255/N/A			Mind/Body Resistance	0/100
Element	E	Tolerance	N/A		
Physical/Magical Atk	17.5/3.0				
Physical/Magical Def	95/999				
Physical/Magical Acc	29.5/21				
Physical/Magical Evd	67.5/999				
Earth	12.7	Water	2.5	Fire	2.5
Wood	0.0	Thunder	2.5	Darkness	2.5
Skills	N/A				
Data Drain Items					
N/A					
Location	Δ Detestable Golden New Truth				

Albert R — Species: Goblin

Level	40	Size	S	Data Drain Monster	N/A
HP/SP/PP	1170/405/N/A			Mind/Body Resistance	0/100
Element	E	Tolerance	E		
Physical/Magical Atk	26.5/4.5				
Physical/Magical Def	90/999				
Physical/Magical Acc	46/33				
Physical/Magical Evd	62/999				
Earth	15	Water	4	Fire	4
Wood	0	Thunder	4	Darkness	4
Skills	N/A				
Data Drain Items					
N/A					
Location	Δ Detestable Vengeful New Truth				



Albert T — Species: Goblin

Level	55	Size	S	Data Drain Monster	N/A
HP/SP/PP	1590/555/N/A			Mind/Body Resistance	0/100
Element	E	Tolerance	N/A		
Physical/Magical Atk	35.5/6.0				
Physical/Magical Def	195/999				
Physical/Magical Acc	108/45				
Physical/Magical Evd	76/999				
Earth	22	Water	22	Fire	22
Wood	22	Thunder	22	Darkness	22
Skills	GiGan Don, Dek Do				
Data Drain Items					
N/A					
Location	Δ Detestable Gambler's New Truth				

Jonue — Species: Goblin

Level	10	Size	S	Data Drain Monster	N/A
HP/SP/PP	330/105/N/A			Mind/Body Resistance	100/30
Element	E	Tolerance	N/A		
Physical/Magical Atk	8.5/1.5				
Physical/Magical Def	19/38				
Physical/Magical Acc	13/9				
Physical/Magical Evd	13.1/99				
Earth	5.2	Water	1.0	Fire	1.0
Wood	0.0	Thunder	1.0	Darkness	1.0
Skills	N/A				
Data Drain Items					
N/A					
Location	Δ Detestable Golden Messenger				

Jonue R — Species: Goblin

Level	30	Size	S	Data Drain Monster	N/A
HP/SP/PP	890/305/N/A			Mind/Body Resistance	100/70
Element	E	Tolerance	N/A		
Physical/Magical Atk	20.5/3.5				
Physical/Magical Def	73/84				
Physical/Magical Acc	35/25				
Physical/Magical Evd	39.1/99				
Earth	15.2	Water	3	Fire	3
Wood	0	Thunder	3	Darkness	3
Skills	N/A				
Data Drain Items					
N/A					
Location	Δ Detestable Vengeful Messenger				

Jonue T — Species: Goblin

Level	45	Size	S	Data Drain Monster	N/A
HP/SP/PP	1310/455/N/A			Mind/Body Resistance	100/100
Element	E	Tolerance	N/A		
Physical/Magical Atk	29.5/5.0				
Physical/Magical Def	78.5/119				
Physical/Magical Acc	51.5/37				
Physical/Magical Evd	58.6/99				
Earth	18	Water	18	Fire	18
Wood	18	Thunder	18	Darkness	18
Skills	La Repth				
Data Drain Items					
N/A					
Location	Δ Detestable Gambler's Messenger				

MARTINA

Species: Goblin

Level	30	Size	S	Data Drain Monster	N/A
HP/SP/PP	890/305/N/A			Mind/Body Resistance	100/100
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	20.5/7.0				
Physical/Magical Def	85/999				
Physical/Magical Acc	35/25				
Physical/Magical Evd	79/999				
Earth	99	Water	99	Fire	99
Wood	99	Thunder	99	Darkness	99
Skills	Rig Saem, Dek Do				
Data Drain Items					
N/A					
Location	Δ Detestable Golden Gate				

MARTINA R

Species: Goblin

Level	45	Size	S	Data Drain Monster	N/A
HP/SP/PP	1310/455/N/A			Mind/Body Resistance	25/100
Element	N/A	Tolerance	MA		
Physical/Magical Atk	29.5/5.0				
Physical/Magical Def	999/36.5				
Physical/Magical Acc	51.5/37				
Physical/Magical Evd	999/1				
Earth	18	Water	18	Fire	18
Wood	18	Thunder	18	Darkness	18
Skills	Rig Saem, Dek Do				
Data Drain Items					
N/A					
Location	Δ Detestable Vengeful Gate				

MARTINA T

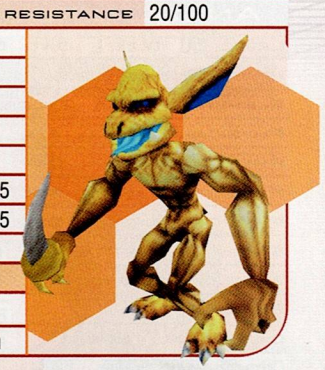
Species: Goblin

Level	60	Size	S	Data Drain Monster	N/A
HP/SP/PP	1730/605/N/A			Mind/Body Resistance	35/100
Element	N/A	Tolerance	MA		
Physical/Magical Atk	38.5/6.5				
Physical/Magical Def	999/48.5				
Physical/Magical Acc	68/85				
Physical/Magical Evd	999/18.1				
Earth	99	Water	99	Fire	99
Wood	99	Thunder	99	Darkness	99
Skills	Ol Repth, Dek Do				
Data Drain Items					
N/A					
Location	Δ Detestable Gambler's Gate				

STEHONEY

Species: Goblin

Level	5	Size	S	Data Drain Monster	N/A
HP/SP/PP	190/55/N/A			Mind/Body Resistance	20/100
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	5.5/1.0				
Physical/Magical Def	10.5/26.5				
Physical/Magical Acc	7.5/5.0				
Physical/Magical Evd	1.6/99				
Earth	2.7	Water	0.5	Fire	0.5
Wood	0.0	Thunder	0.5	Darkness	0.5
Skills	N/A				
Data Drain Items					
N/A					
Location	Δ Detestable Golden Sunny Demon				



STEHONEY R

Species: Goblin

Level	25	Size	S	Data Drain Monster	N/A
HP/SP/PP	750/255/N/A			Mind/Body Resistance	60/100
Element	E	Tolerance	N/A		
Physical/Magical Atk	17.5/3.0				
Physical/Magical Def	64.5/72.5				
Physical/Magical Acc	29.5/21				
Physical/Magical Evd	7.6/99				
Earth	12.7	Water	2.5	Fire	2.5
Wood	0	Thunder	2.5	Darkness	2.5
Skills	N/A				
Data Drain Items					
N/A					
Location	Δ Detestable Vengeful Sunny Demon				

STEHONEY T

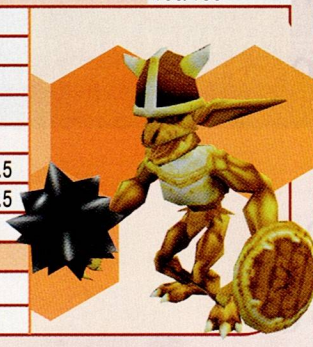
Species: Goblin

Level	40	Size	S	Data Drain Monster	N/A
HP/SP/PP	1170/405/N/A			Mind/Body Resistance	90/100
Element	E	Tolerance	N/A		
Physical/Magical Atk	26.5/4.5				
Physical/Magical Def	70/107				
Physical/Magical Acc	46/33				
Physical/Magical Evd	12.1/99				
Earth	16	Water	16	Fire	16
Wood	16	Thunder	16	Darkness	16
Skills	La Repth				
Data Drain Items					
N/A					
Location	Δ Detestable Gambler's Sunny Demon				

ZYAN

Species: Goblin

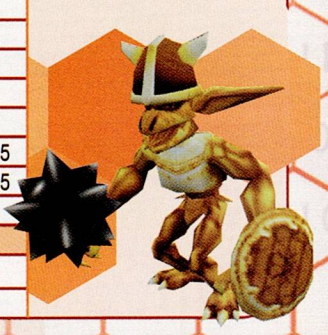
Level	15	Size	S	Data Drain Monster	N/A
HP/SP/PP	470/155/N/A			Mind/Body Resistance	100/100
Element	E	Tolerance	N/A		
Physical/Magical Atk	11.5/2.0				
Physical/Magical Def	27.5/49.5				
Physical/Magical Acc	18.5/13				
Physical/Magical Evd	4.6/999				
Earth	7.7	Water	1.5	Fire	1.5
Wood	0.0	Thunder	1.5	Darkness	1.5
Skills	N/A				
Data Drain Items					
N/A					
Location	Δ Detestable Golden Scent				



ZYAN R

Species: Goblin

Level	35	Size	S	Data Drain Monster	N/A
HP/SP/PP	1030/355/N/A			Mind/Body Resistance	100/100
Element	E	Tolerance	N/A		
Physical/Magical Atk	23.5/4.0				
Physical/Magical Def	81.5/95.5				
Physical/Magical Acc	40.5/29				
Physical/Magical Evd	10.6/999				
Earth	17.7	Water	3.5	Fire	3.5
Wood	0	Thunder	3.5	Darkness	3.5
Skills	N/A				
Data Drain Items					
N/A					
Location	Δ Detestable Vengeful Scent				



Zyan T

Species: Goblin

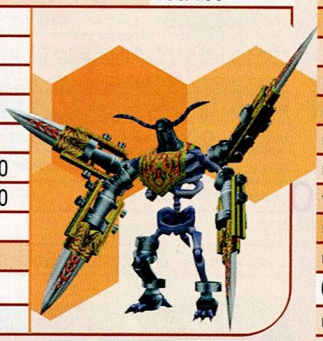
Level	50	Size	S
Data Drain Monster	N/A		
HP/SP/PP	1450/505/N/A	Mind/Body Resistance	100/100
Element	E	Tolerance	N/A
Physical/Magical Atk	32.5/5.5		
Physical/Magical Def	80/130		
Physical/Magical Acc	57/41		
Physical/Magical Evd	15.1/999		
Earth	20	Water	20
Fire	20		
Wood	20	Thunder	20
Darkness	20		
Skills	La Repth, Maj Lei		
Data Drain Items			
N/A			
Location	Δ Detestable Gambler's Scent		

Bonus Bosses

Angolmore

Species: Undead

Level	50	Size	L
Data Drain Monster	Death Head		
HP/SP/PP	9999/1505/8888	Mind/Body Resistance	100/100
Element	N/A	Tolerance	N/A
Physical/Magical Atk	45/11		
Physical/Magical Def	107/150		
Physical/Magical Acc	57/77		
Physical/Magical Evd	15.1/15.1		
Earth	30	Water	30
Fire	30		
Wood	30	Thunder	30
Darkness	30		
Skills	Ap Corv		
Data Drain Items			
Crimson Raid			
Location	Θ Bitter Fantasy Mirror World**		



Black Death

Species: Hound

Level	70	Size	L
Data Drain Monster	Little Doggie		
HP/SP/PP	9999/705/8888	Mind/Body Resistance	90/90
Element	F	Tolerance	MA
Physical/Magical Atk	44.5/35.5		
Physical/Magical Def	450/240		
Physical/Magical Acc	79/92		
Physical/Magical Evd	21.1/7.1		
Earth	30	Water	30
Fire	30		
Wood	30	Thunder	30
Darkness	30		
Skills	N/A		
Data Drain Items			
Golden Yasha			
Location	Λ Pulsating Sea of Cloud Whale		

Parasite Dragon

Species: Lizard

Level	30	Size	L
Data Drain Monster	Dragon Puppy		
HP/SP/PP	9999/305/8888	Mind/Body Resistance	100/100
Element	N/A	Tolerance	N/A
Physical/Magical Atk	30/7		
Physical/Magical Def	99/99		
Physical/Magical Acc	47/99		
Physical/Magical Evd	9.1/9.1		
Earth	20	Water	20
Fire	20		
Wood	20	Thunder	20
Darkness	20		
Skills	Ranki Lei		
Data Drain Items			
Hyakkidouran			
Location	Δ Hideous Someone's Giant**		

Skull Devilgon

Species: Undead

Level	70	Size	L
Data Drain Monster	Death Head		
HP/SP/PP	5650/2105/4220	Mind/Body Resistance	22/100
Element	D	Tolerance	D
Physical/Magical Atk	44.5/37.5		
Physical/Magical Def	141/85		
Physical/Magical Acc	79/107		
Physical/Magical Evd	21.1/21.1		
Earth	56	Water	56
Fire	56		
Wood	56	Thunder	0
Darkness	70		
Skills	N/A		
Data Drain Items			
Virus Core I, Minerva, Tri-Tips			
Location	Λ Stalking Betrayed Nothingness		

Note:

If you are starting *.hack Vol.3* without saved data from the previous games, you won't be able to get the Virus Cores necessary to Gate Hack into the areas with the Parasite Dragon and the Angolmore.

Bosses

This section details the Bosses found in the main story line areas. The monsters are listed in the order that you should encounter them.

&OM<D GO=

Species: Golem

Level	52	Size	L	Data Drain Monster	Comad Goo
HP/SP/PP	20676/525/7850	Mind/Body Resistance	100/100		
Element	T	Tolerance	T		
Physical/Magical Atk	44.1/26.5				
Physical/Magical Def	119/144				
Physical/Magical Acc	59.2/79				
Physical/Magical Evd	15.7/5.3				
Earth	20.8	Water	20.8	Fire	20.8
Wood	20.8	Thunder	32	Darkness	5.2
Skills	MeRai Rom				
Data Drain Items					
Virus Core R					
Location	Σ Tested Quicksilver Valkyrie				

Cubia

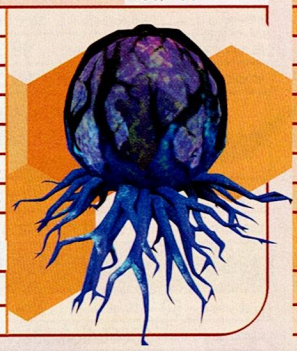
Species: Phase Boss

Level	99	Size	N/A	Data Drain Monster	N/A
HP/SP/PP	6000/999/-1	Mind/Body Resistance	100/100		
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	10/10				
Physical/Magical Def	90/97				
Physical/Magical Acc	90/90				
Physical/Magical Evd	18/20				
Earth	10.5	Water	10.5	Fire	10.5
Wood	10.5	Thunder	10.5	Darkness	10.5
Skills	Legion's Reach				
Data Drain Items					
N/A					
Location	Λ Merciless Grieving Furnace				

Cubia Core

Species: Phase Boss

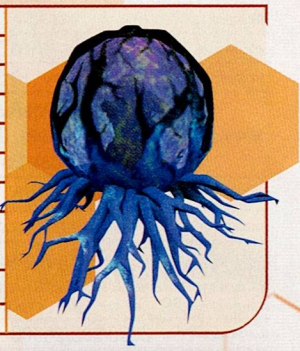
Level	99	Size	N/A	Data Drain Monster	N/A
HP/SP/PP	2000/999/-1	Mind/Body Resistance	100/100		
Element	N/A	Tolerance	PA		
Physical/Magical Atk	20/20				
Physical/Magical Def	999/400				
Physical/Magical Acc	100/100				
Physical/Magical Evd	999/15				
Earth	10.5	Water	10.5	Fire	10.5
Wood	10.5	Thunder	10.5	Darkness	10.5
Skills	Arc Bullet, Megiddo Flame, Chaos Gehenna, Jihad, Jihad 2				
Data Drain Items	N/A				
Location	Λ Merciless Grieving Furnace				



Cubia Core

Species: Phase Boss

Level	99	Size	N/A	Data Drain Monster	N/A
HP/SP/PP	2000/999/-1	Mind/Body Resistance	100/100		
Element	N/A	Tolerance	MA		
Physical/Magical Atk	20/20				
Physical/Magical Def	400/999				
Physical/Magical Acc	100/100				
Physical/Magical Evd	30/999				
Earth	10.5	Water	10.5	Fire	10.5
Wood	10.5	Thunder	10.5	Darkness	10.5
Skills	Arc Bullet, Megiddo Flame, Chaos Gehenna, Jihad, Jihad 2				
Data Drain Items	N/A				
Location	Λ Merciless Grieving Furnace				



Downer Gomora

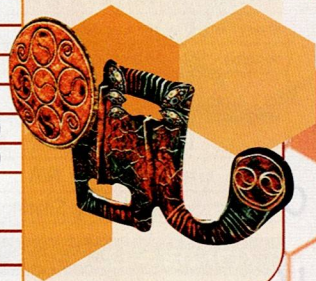
Species: Phase Boss

Level	99	Size	N/A	Data Drain Monster	N/A
HP/SP/PP	1200/999/-1	Mind/Body Resistance	100/100		
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	49/49.1				
Physical/Magical Def	200/200				
Physical/Magical Acc	91.3/91.3				
Physical/Magical Evd	18.1/20.1				
Earth	10.5	Water	10.5	Fire	10.5
Wood	10.5	Thunder	10.5	Darkness	10.5
Skills	Dek Corv, Dek Vorv, Dek Torv, Dek Corma, Dek Vorma, Dek Torma, Dek Ganz, Dek Ruem, Dek Vakz, Dek Juka, Dek Raio, Dek Anid				
Data Drain Items	N/A				
Location	Λ Merciless Grieving Furnace				

Fidchell

Species: Phase Boss

Level	99	Size	N/A	Data Drain Monster	Fidchell(after Data Drain)
HP/SP/PP	30000/999/16000	Mind/Body Resistance	100/100		
Element	N/A	Tolerance	N/A		
Physical/Magical Atk	45/50				
Physical/Magical Def	200/500				
Physical/Magical Acc	91.3/99				
Physical/Magical Evd	18.1/999				
Earth	20	Water	20	Fire	20
Wood	20	Thunder	20	Darkness	20
Skills	Suvi Lei, Dek Do, Mumyn Lei				
Data Drain Items	Segment 2				
Location	Σ Turbulent Distrusting Ice Wall				



FIDCHELL(AFTER DATA DRAIN)

Species: Phase Boss

LEVEL	99	SIZE	N/A	DATA DRAIN MONSTER	N/A
HP/SP/PP	3000/999/16000	MIND/BODY RESISTANCE		100/100	
ELEMENT	N/A	TOLERANCE	N/A		
PHYSICAL/MAGICAL ATK	45/50				
PHYSICAL/MAGICAL DEF	200/500				
PHYSICAL/MAGICAL ACC	91.3/99				
PHYSICAL/MAGICAL EVD	18.1/999				
EARTH	20	WATER	20	FIRE	20
WOOD	20	THUNDER	20	DARKNESS	20
SKILLS	RaVak Don, LaRue Zot, OrGan Zot, GiRai Don, Suvi Lei, Dek Do, Mumyn Lei, Ol Repth				
DATA DRAIN ITEMS	N/A				
LOCATION	Σ Turbulent Distrusting Ice Wall				

GORRE A(AFTER DATA DRAIN)

Species: N/A

LEVEL	99	SIZE	N/A	DATA DRAIN MONSTER	N/A
HP/SP/PP	6000/999/20000	MIND/BODY RESISTANCE		100/100	
ELEMENT	N/A	TOLERANCE	N/A		
PHYSICAL/MAGICAL ATK	70/40				
PHYSICAL/MAGICAL DEF	999/200				
PHYSICAL/MAGICAL ACC	99/99				
PHYSICAL/MAGICAL EVD	24.1/24.6				
EARTH	10.5	WATER	10.5	FIRE	10.5
WOOD	10.5	THUNDER	10.5	DARKNESS	10.5
SKILLS	PhaGan Rom, PhaRue Rom, PhaVak Rom, PhaRai Rom, Ol Repth, Mumyn Lei, Suvi Lei, Dek Do, Miu Lei				
DATA DRAIN ITEMS	N/A				
LOCATION	Σ Chatting Snaring Twins				

GORRE B(AFTER DATA DRAIN)

Species: N/A

LEVEL	99	SIZE	N/A	DATA DRAIN MONSTER	N/A
HP/SP/PP	6000/999/20000	MIND/BODY RESISTANCE		100/100	
ELEMENT	N/A	TOLERANCE	N/A		
PHYSICAL/MAGICAL ATK	40/70				
PHYSICAL/MAGICAL DEF	200/999				
PHYSICAL/MAGICAL ACC	103.3/99				
PHYSICAL/MAGICAL EVD	24.1/24.6				
EARTH	99	WATER	99	FIRE	99
WOOD	99	THUNDER	99	DARKNESS	99
SKILLS	PhaGan Rom, PhaRue Rom, PhaVak Rom, PhaRai Rom, Ol Repth, Mumyn Lei, Suvi Lei, Dek Do, Miu Lei				
DATA DRAIN ITEMS	N/A				
LOCATION	Σ Chatting Snaring Twins				

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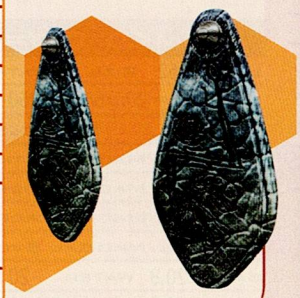
Species: Goblin

LEVEL	48	SIZE	L	DATA DRAIN MONSTER	IronBall Mania
HP/SP/PP	20624/485/7250	MIND/BODY RESISTANCE		100/100	
ELEMENT	E	TOLERANCE	E		
PHYSICAL/MAGICAL ATK	40.9/5.3				
PHYSICAL/MAGICAL DEF	83.6/58.1				
PHYSICAL/MAGICAL ACC	74/39.4				
PHYSICAL/MAGICAL EVD	14.5/4.9				
EARTH	46	WATER	43.2	FIRE	43.2
WOOD	4.8	THUNDER	43.2	DARKNESS	43.2
SKILLS	N/A				
DATA DRAIN ITEMS	Virus Core O				
LOCATION	Σ Chatting Snaring Twins				

GORRE A

Species: Phase Boss

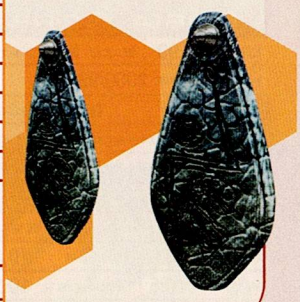
LEVEL	99	SIZE	N/A	DATA DRAIN MONSTER	Gorre(after Data Drain)
HP/SP/PP	30000/999/20000	MIND/BODY RESISTANCE		100/100	
ELEMENT	N/A	TOLERANCE	PA		
PHYSICAL/MAGICAL ATK	70/40				
PHYSICAL/MAGICAL DEF	999/200				
PHYSICAL/MAGICAL ACC	99/99				
PHYSICAL/MAGICAL EVD	24.1/24.6				
EARTH	10.5	WATER	10.5	FIRE	10.5
WOOD	10.5	THUNDER	10.5	DARKNESS	10.5
SKILLS	Blade of Scheme, Wave of Conspiracy, Creeping Murder, Flare of Conspiracy, Miu Lei, Mumyn Lei, Suvi Lei, Dek Do				
DATA DRAIN ITEMS	Virus Core V				
LOCATION	Σ Chatting Snaring Twins				



GORRE B

Species: Phase Boss

LEVEL	99	SIZE	N/A	DATA DRAIN MONSTER	Gorre(after Data Drain)
HP/SP/PP	30000/999/20000	MIND/BODY RESISTANCE		100/100	
ELEMENT	N/A	TOLERANCE	MA		
PHYSICAL/MAGICAL ATK	40/70				
PHYSICAL/MAGICAL DEF	200/999				
PHYSICAL/MAGICAL ACC	103.3/99				
PHYSICAL/MAGICAL EVD	24.1/24.6				
EARTH	99	WATER	99	FIRE	99
WOOD	99	THUNDER	99	DARKNESS	99
SKILLS	Blade of Scheme, Wave of Conspiracy, Creeping Murder, Flare of Conspiracy, Miu Lei, Mumyn Lei, Suvi Lei, Dek Do				
DATA DRAIN ITEMS	Virus Core V				
LOCATION	Σ Chatting Snaring Twins				



HAR*Y/UE:N

Species: Bird

LEVEL	50	SIZE	M	DATA DRAIN MONSTER	Harpy Queen
HP/SP/PP	20650/505/3800	MIND/BODY RESISTANCE		15/26	
ELEMENT	L	TOLERANCE	L		
PHYSICAL/MAGICAL ATK	42.5/5.5				
PHYSICAL/MAGICAL DEF	107/40.5				
PHYSICAL/MAGICAL ACC	77/76				
PHYSICAL/MAGICAL EVD	130/5.1				
EARTH	0	WATER	20	FIRE	20
WOOD	25	THUNDER	20	DARKNESS	20
SKILLS	RaJuk Rom, OrJuk Zot				
DATA DRAIN ITEMS	Virus Core O				
LOCATION	Λ Pulsating Truth's Core				

KILL GOMORA

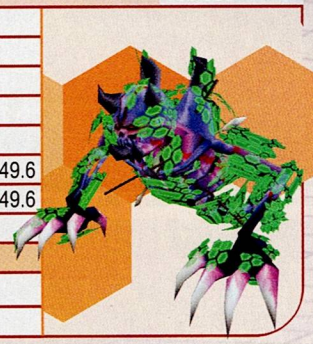
Species: Phase Boss

LEVEL	99	SIZE	N/A	DATA DRAIN MONSTER	N/A
HP/SP/PP	1300/999/-1	MIND/BODY RESISTANCE		100/100	
ELEMENT	N/A	TOLERANCE	N/A		
PHYSICAL/MAGICAL ATK	35/56.7				
PHYSICAL/MAGICAL DEF	350/250				
PHYSICAL/MAGICAL ACC	103.3/103.3				
PHYSICAL/MAGICAL EVD	24.1/24.6				
EARTH	10.5	WATER	10.5	FIRE	10.5
WOOD	10.5	THUNDER	10.5	DARKNESS	10.5
SKILLS	Gomora Attack				
DATA DRAIN ITEMS					
LOCATION	Λ Merciless Grieving Furnace				

MAGA*UMK\RO

Species: Undead

LEVEL	62	SIZE	L	DATA DRAIN MONSTER	Magatumkuro
HP/SP/PP	20806/625/-1	MIND/BODY RESISTANCE			100/100
ELEMENT	D	TOLERANCE	N/A		
PHYSICAL/MAGICAL ATK	52.1/39.7				
PHYSICAL/MAGICAL DEF	208/144				
PHYSICAL/MAGICAL ACC	70.2/95				
PHYSICAL/MAGICAL EVD	18.7/18.7				
EARTH	49.6	WATER	49.6	FIRE	49.6
WOOD	49.6	THUNDER	49.6	DARKNESS	49.6
SKILLS	Ani Don				
DATA DRAIN ITEMS					
N/A					
LOCATION	Σ Sorrowful Sweltering Arena				



NECROTIC EYE

Species: Demon

LEVEL	55	SIZE	L	DATA DRAIN MONSTER	Bat
HP/SP/PP	4450/555/3320	MIND/BODY RESISTANCE			65/65
ELEMENT	F	TOLERANCE	MA		
PHYSICAL/MAGICAL ATK	46.5/45				
PHYSICAL/MAGICAL DEF	132/59				
PHYSICAL/MAGICAL ACC	73.5/84.5				
PHYSICAL/MAGICAL EVD	16.6/26.5				
EARTH	22	WATER	5.5	FIRE	33.2
WOOD	22	THUNDER	22	DARKNESS	22
SKILLS	Suvi Lei, Ol Repth				
DATA DRAIN ITEMS					
Virus Core I, Thunder Torque, Hachiyou					
LOCATION	Σ Spun Bloody Tragedy				

REPTH GOMORA

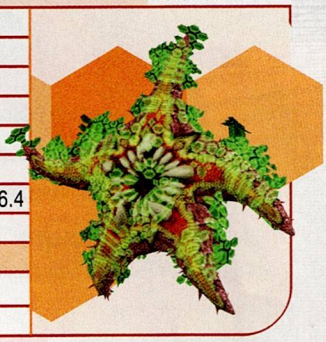
Species: Phase Boss

LEVEL	99	SIZE	N/A	DATA DRAIN MONSTER	N/A
HP/SP/PP	1400/999/-1	MIND/BODY RESISTANCE			100/100
ELEMENT	N/A	TOLERANCE	N/A		
PHYSICAL/MAGICAL ATK	32.5/32.5				
PHYSICAL/MAGICAL DEF	350/450				
PHYSICAL/MAGICAL ACC	67.3/67.3				
PHYSICAL/MAGICAL EVD	12.1/12.1				
EARTH	10.5	WATER	10.5	FIRE	10.5
WOOD	10.5	THUNDER	10.5	DARKNESS	10.5
SKILLS	Repth				
DATA DRAIN ITEMS					
N/A					
LOCATION	Λ Merciless Grieving Furnace				

S=AR $AT&R

Species: Fish

LEVEL	66	SIZE	L	DATA DRAIN MONSTER	Star Eater
HP/SP/PP	20858/665/9950	MIND/BODY RESISTANCE			100/100
ELEMENT	W	TOLERANCE	W		
PHYSICAL/MAGICAL ATK	55.3/40.1				
PHYSICAL/MAGICAL DEF	114.2/79.7				
PHYSICAL/MAGICAL ACC	74.6/53.8				
PHYSICAL/MAGICAL EVD	19.9/6.7				
EARTH	26.4	WATER	33	FIRE	0
WOOD	26.4	THUNDER	26.4	DARKNESS	26.4
SKILLS	PhaRue Zot, Suvi Lei				
DATA DRAIN ITEMS					
Virus Core I					
LOCATION	Σ Fleeting Fallow Chaos				



TI&E VI^ITO$

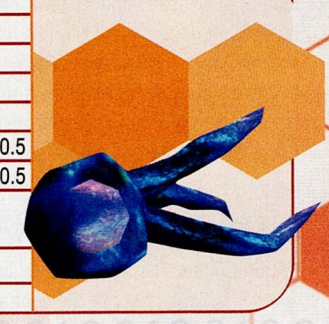
Species: Alien

LEVEL	56	SIZE	M	DATA DRAIN MONSTER	Time Visitor
HP/SP/PP	20728/1125/4250	MIND/BODY RESISTANCE			100/100
ELEMENT	N/A	TOLERANCE	N/A		
PHYSICAL/MAGICAL ATK	52.9/34.6				
PHYSICAL/MAGICAL DEF	111.6/99				
PHYSICAL/MAGICAL ACC	63.6/86				
PHYSICAL/MAGICAL EVD	16.9/86				
EARTH	22.4	WATER	22.4	FIRE	22.4
WOOD	22.4	THUNDER	22.4	DARKNESS	22.4
SKILLS	OrbiAni Don				
DATA DRAIN ITEMS					
Virus Core Q					
LOCATION	Σ Rising Implacable Sipping Bug				

VARIAS GOMORA

Species: Phase Boss

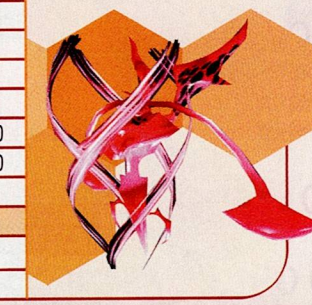
LEVEL	99	SIZE	N/A	DATA DRAIN MONSTER	N/A
HP/SP/PP	1200/999/-1	MIND/BODY RESISTANCE			100/100
ELEMENT	N/A	TOLERANCE	N/A		
PHYSICAL/MAGICAL ATK	42.5/42.5				
PHYSICAL/MAGICAL DEF	300/250				
PHYSICAL/MAGICAL ACC	79.3/79.3				
PHYSICAL/MAGICAL EVD	29.8/15.1				
EARTH	10.5	WATER	10.5	FIRE	10.5
WOOD	10.5	THUNDER	10.5	DARKNESS	10.5
SKILLS	Duk Lei, Suvi Lei, Dek Do, Miu Lei, Mumyn Lei, Ranki Lei, Maj Lei				
DATA DRAIN ITEMS					
LOCATION	Λ Merciless Grieving Furnace				



WANDER DEMON

Species: Demon

LEVEL	50	SIZE	L	DATA DRAIN MONSTER	Bat
HP/SP/PP	4050/505/3020	MIND/BODY RESISTANCE			51/51
ELEMENT	F	TOLERANCE	F		
PHYSICAL/MAGICAL ATK	32.5/26				
PHYSICAL/MAGICAL DEF	117/90				
PHYSICAL/MAGICAL ACC	67/77				
PHYSICAL/MAGICAL EVD	15.1/25				
EARTH	20	WATER	5	FIRE	30
WOOD	20	THUNDER	20	DARKNESS	20
SKILLS	OrVak Rom				
DATA DRAIN ITEMS					
Virus Core F, Geist Ring, Rod of Pattern					
LOCATION	Σ Attracting Fated Ebb and Flow				



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BRADY PUBLISHING
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201 West 103rd Street

Indianapolis, Indiana 46290

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ISBN: 0-7440-0300-8

Library of Congress Catalog No.: 2003109960

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 04-1 shows that the first printing of the book occurred in 2004.

07 06 05 04 4 3 2 1

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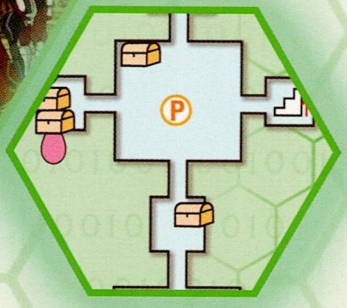

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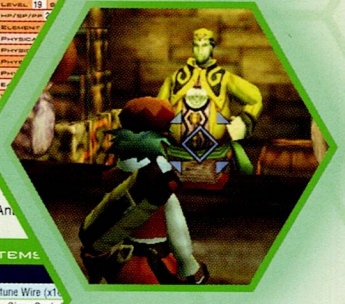

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